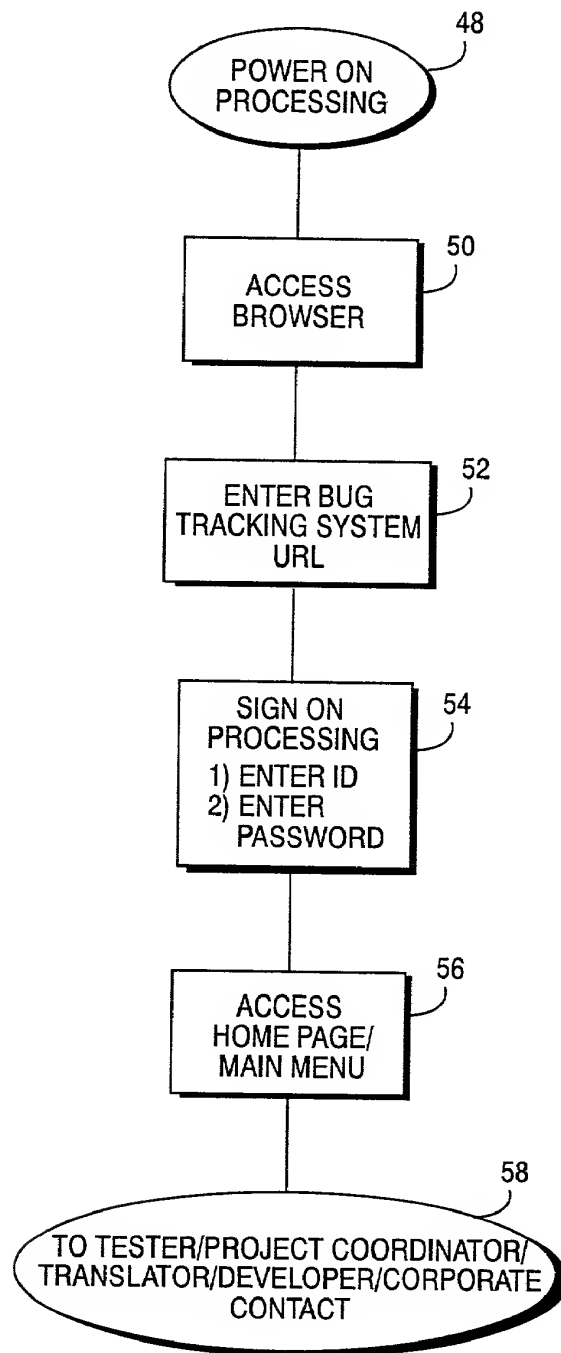
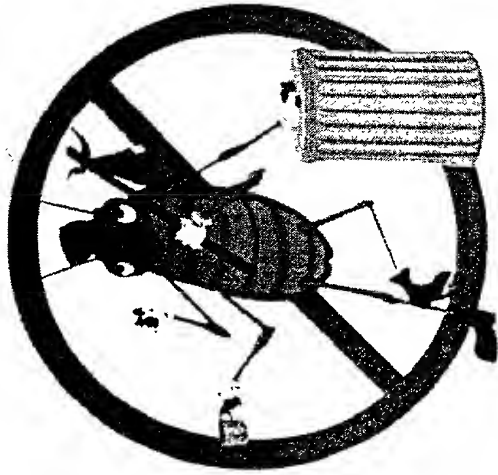
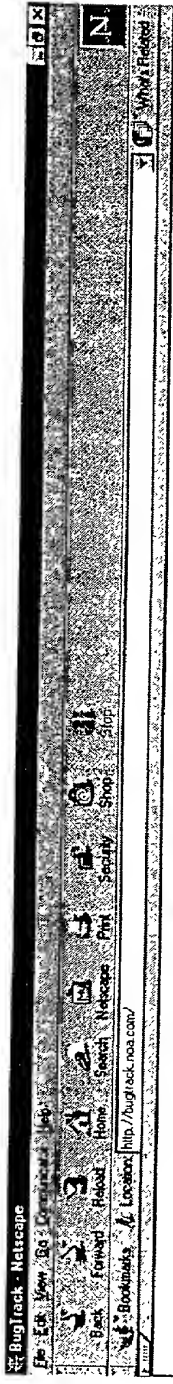


**Fig. 1**

**Fig. 2**





Welcome Coordinator  
Eric Bush

Select Project

Mario Speedway

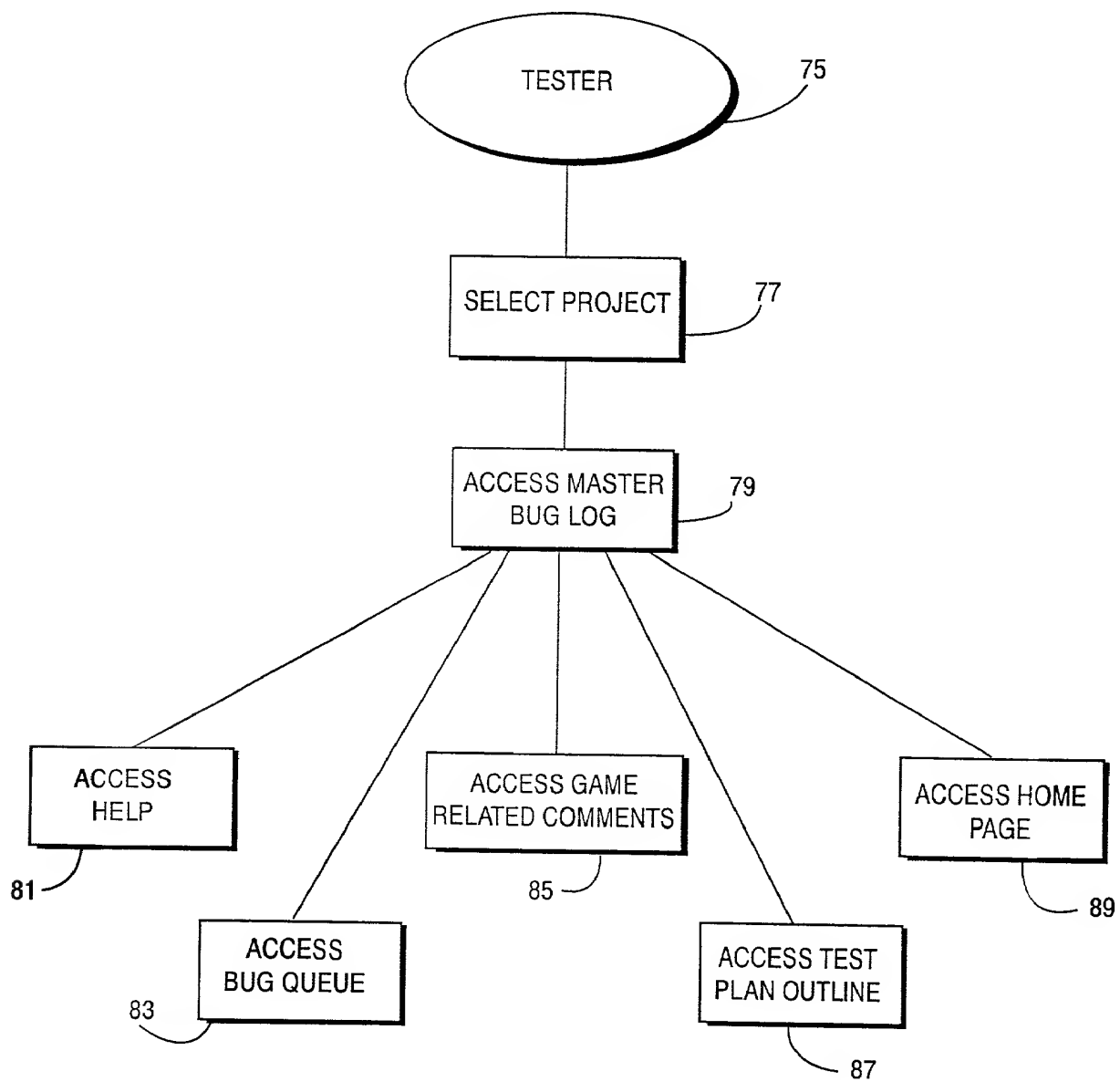
- Enter
- New Project
- Help

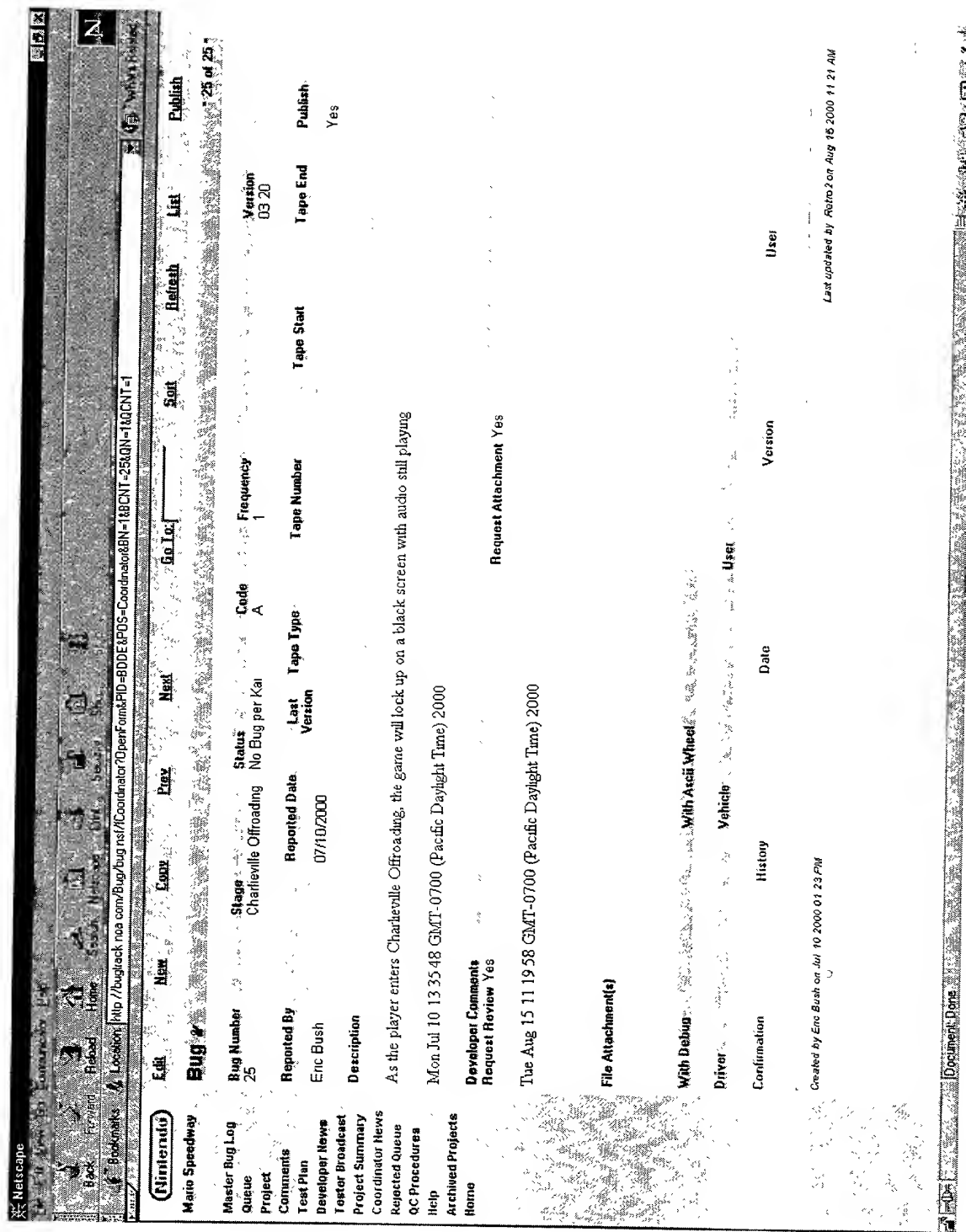
### NOA Product Testing - Bug Tracking System (BTS)

*This system has been developed for and is best viewed by Netscape v4.x.  
NOA's Product Testing group recommends Netscape v4.51 or higher.*

Fig. 3

**Fig. 4**





**Fig. 5**

Master Bug Log - Netscape  
File Edit View Go Help

# Master Bug Log

The Master Bug Log is a collection of all bugs for a project that have been entered up to date. This only includes bugs that have been accepted after placed into Queue. The coordinator on the project views bugs in queue, then modifies and/or accepts them. The bugs are then placed into the master log.

## Available menu selections in "Master Bug Log":

	Edit	New	Copy	Prev	Next	Go To:	Sort	Submit	Refresh	List	Publish	Save	Cancel	Save&Prev	Save&Next	By Bug#	By Stage	
<b>Edit</b>	Click here to view detailed information on editing bugs. "Edit" allows the user to make changes to the currently displayed bug, project, test plan, etc. Selecting this will open the current subject (example, currently displayed bug) in an edit window for the user to modify as necessary.																	
<b>New</b>	Click here to view detailed information on the entering new bugs. "New" allows the user to add a new entry into the subject (i.e. a new bug into queue, a new test plan, etc.). Selecting this will open a blank edit window that the user may modify as necessary.																	
<b>Copy</b>	Copy																	
<b>Prev</b>	"Prev" is short for Previous. Selecting this will move the user to the previous bug, test plan, comment, etc.																	
<b>Next</b>	Selecting "Next" will move the user to the next bug, test plan, comment, etc.																	
<b>Go To</b>	"Go To" and it's associated entry box is used to immediately skip to an entry by using it's number. Example: If the user is in the master bug log, and enters the number 15 into the entry box, then presses <Enter> or clicks on "Go To," they will be brought to bug number 15.																	
<b>Sort</b>	Click here to view detailed information on sorting. "Sort" is used to search for certain types of bugs (i.e. search by date, by status, by stage number, etc.).																	
<b>Submit</b>	After entering the proper sort information, the tester/coordinator needs to select "Submit" to view the bugs that the sort finds.																	
<b>Refresh</b>	"Refresh" is used to reload the entire Bug Tracking System. This should be done when the user wants to view all the most recent changes to the system after changes have been made. A user may enter or change a bug, comment, test plan, etc., and then not see changes until the system is refreshed. This should be done periodically to ensure the most recent information is being viewed.																	
<b>Publish</b>	"Publish" is used when the coordinator wants to make all new bugs in the master bug log viewable to outside developers.																	
<b>Save</b>	Selecting "Save" will save all the changes the user has made in the currently opened field. This option needs to be selected each time user adds, changes, or updates a field.																	
<b>Cancel</b>	The "Cancel" option is typically found along with the "Save" option. Cancel should be chosen if the user decides that he/she does not want to save the new entry or changes into that field. Cancel should send the user back to the previous topic.																	

Fig. 6

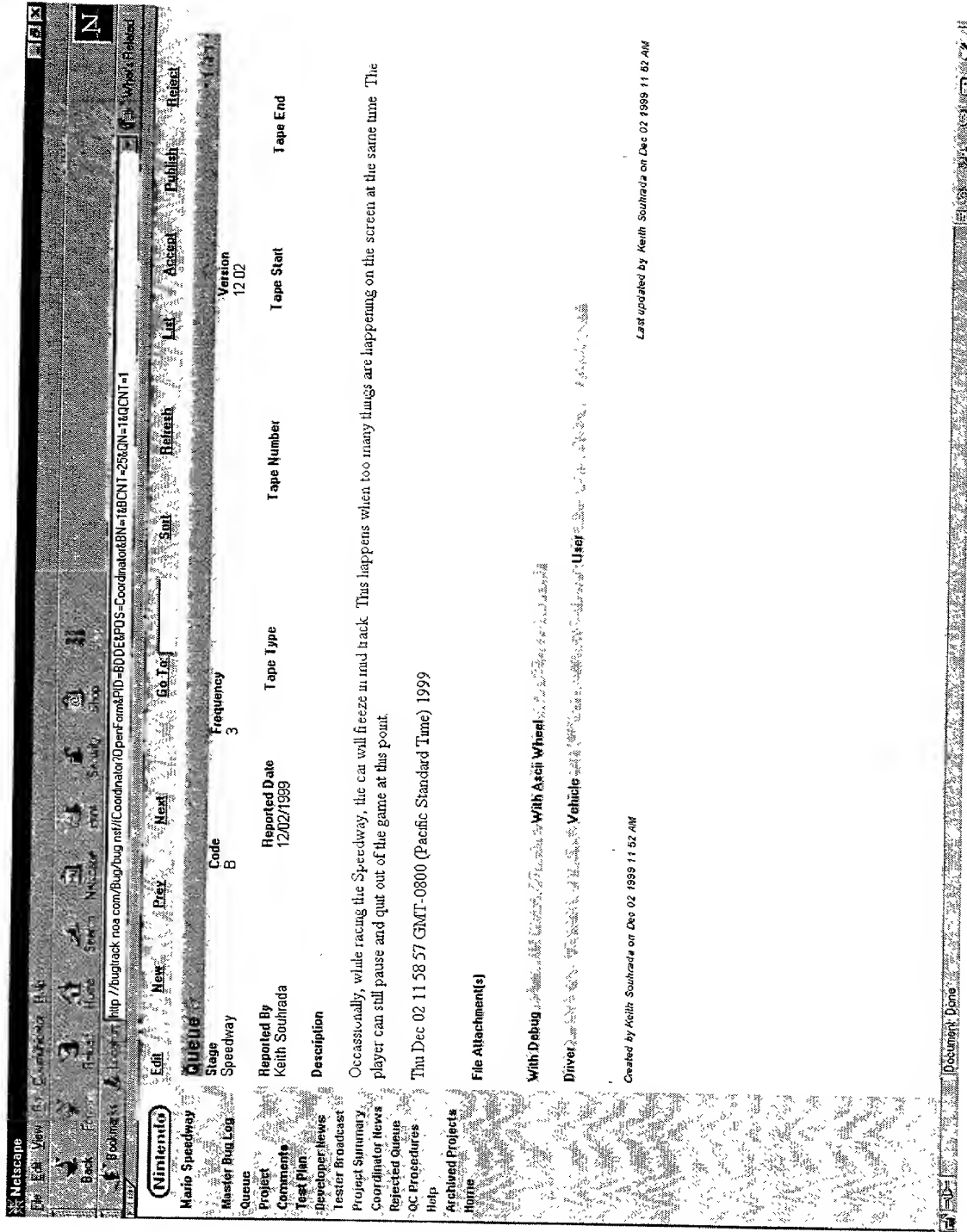
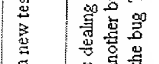


Fig. 7



Queue is a collection of all bugs entered by testers on a project. These are bugs in queue waiting to be accepted by the project coordinator. The coordinator on the project views bugs in queue, then modifies and/or accepts them. The bugs are then placed into the master log. All bugs entered by a tester are to be entered in Queue first.

### Available menu selections in "Queue":

	Edit	New	In Work	Prev	Next	Go To:	Sort	Submit	Refresh	List	Accept	Publish	Reject	Save	Cancel
<b>Edit</b>	Click here to view detailed information on editing bugs. "Edit" allows the user to make changes to the currently displayed bug, project, test plan, etc. Selecting this will open the current subject (example: currently displayed bug) in an edit window for the user to modify as necessary.														
<b>New</b>	Click here to view detailed information on the entering new bugs. "New" allows the user to add a new entry into the subject (i.e. a new bug into queue, a new test plan, etc.). Selecting this will open a blank edit window that the user may modify as necessary.														
<b>In Work</b>	"In Work" is used when a tester would like to enter some information into the bug log but would like to wait to submit it. This happens when the tester is dealing with more than one bug at a time. For example, the tester sees a bug and would like to enter it into "In Work" so that they don't forget about it, while working on another bug at the same time. This field hides the bug from view of the coordinator and other testers viewing the "Queue" log so that it will not get entered prior to finishing the bug. The tester may make changes to the bug in work until he submits it. * This option is only available to testers on a project and will not appear to the coordinator.														
<b>Prev</b>	"Prev" is short for Previous. Selecting this will move the user to the previous bug, test plan, comment, etc.														
<b>Next</b>	Selecting "Next" will move the user to the next bug, test plan, comment, etc.														
<b>Go To:</b>	"Go To" and it's associated entry box is used to immediately skip to an entry by using it's number. Example: If the user is in the master bug log, and enters the number 15 into the entry box, then presses <Enter> or clicks on "Go To," they will be brought to bug number 15.														
<b>Sort</b>	Click here to view detailed information on sorting. "Sort" is used to search for certain types of bugs (i.e., search by date, by status, by stage number, etc.).														
<b>Submit</b>	After entering the proper sort information, the tester/coordinator needs to select "Submit" to view the bugs that the sort finds.														
<b>Refresh</b>	"Refresh" is used to reload the entire Bug Tracking System. This should be done when the user wants to view all the most recent changes to the system after changes have been made. A user may enter or change a bug, comment, test plan, etc., and then not see changes until the system is refreshed. This should be done periodically to ensure the most recent information is being viewed.														
<b>List</b>	"List" places all entries (bugs, comments, etc.) in that section in a list format. This allows the user to quickly view multiple entries rather than one entry at a time. The user is supplied with some basic information on each entry.														
<b>Accept</b>	"Accept" is used by a coordinator to accept the currently displayed bug in Queue and place it into the Master Bug Log. This option is only available to coordinators on the project.														

Queue is a collection of all bugs entered by testers on a project. These are bugs are in queue waiting to be accepted by the project coordinator. The coordinator on the project views bugs in queue, then modifies and/or accepts them. The bugs are then placed into the master log. All bugs entered by a tester are to be entered in Queue first.

Available menu selections in "Queue":

	Edit	New	In Work	Prev	Next	Go To	Sort	Submit	Refresh	List	Accept	Publish	Reject	Save	Cancel
<b>Edit</b>	Click here to view detailed information on editing bugs "Edit" allows the user to make changes to the currently displayed bug, project, test plan, etc. Selecting this will open the current subject (example: currently displayed bug) in an edit window for the user to modify as necessary														
<b>New</b>	Click here to view detailed information on the entering new bugs "New" allows the user to add a new entry into the subject (i.e. a new bug into queue, a new test plan, etc.) Selecting this will open a blank edit window that the user may modify as necessary														
<b>In Work</b>	"In Work" is used when a tester would like to enter some information into the bug log but would like to wait to submit it. This happens when the tester is dealing with more than one bug at a time. For example, the tester sees a bug and would like to enter it into "In Work" so that they don't forget about it, while working on another bug at the same time. This field hides the bug from view of the coordinator and other testers viewing the "Queue" log so that it will not get entered prior to finishing the bug. The tester may make changes to the bug in work until the submit it. * This option is only available to testers on a project and will not appear to the coordinator														
<b>Prev</b>	"Prev" is short for Previous. Selecting this will move the user to the previous bug, test plan, comment, etc.														
<b>Next</b>	Selecting "Next" will move the user to the next bug, test plan, comment, etc.														
<b>Go To:</b>	"Go To" and it's associated entry box is used to immediately skip to an entry by using it's number. Example: If the user is in the master bug log, and enters the number 15 into the entry box, then presses <Enter> or clicks on "Go To," they will be brought to bug number 15														
<b>Sort</b>	Click here to view detailed information on sorting. "Sort" is used to search for certain types of bugs (i.e., search by date, by status, by stage number, etc.)														
<b>Submit</b>	After entering the proper sort information, the tester/coordinator needs to select "Submit" to view the bugs that the sort finds														
<b>Refresh</b>	"Refresh" is used to reload the entire bug Tracking System. This should be done when the user wants to view all the most recent changes to the system after changes have been made. A user may enter or change a bug, comment, test plan, etc., and then not see changes until the system is refreshed. This should be done periodically to ensure the most recent information is being viewed														
<b>List</b>	"List" places all entries (bugs, comments, etc.) in that section in a list format. This allows the user to quickly view multiple entries rather than one entry at a time. The user is supplied with some basic information on each entry														
<b>Accept</b>	"Accept" is used by a coordinator to accept the currently displayed bug in Queue and place it into the Master Bug Log. This option is only available to coordinators on the project.														

**Fig. 8**



These icons are used to control the browser's behavior. For more information, see the Netscape Help file.

File Edit View Go Conn Home Help

Back Forward Reload Home Search Netscape Print Security Stop

Bookmarks Location <http://bugtrack.nca.com/bug/bug.nsf/Coordinator48N-118BCN1-258DN-1&DCNT=1> What's Related

Nintendo

Master Bug Log

Queue

Project

Comments

Test Plan

Developer News

Tester Broadcast

Project Summary

Coordinator News

Rejected Queue

QC Procedures

Help

Archived Projects

Home

Edit

Go To

Prev

New

Next

Status

Accepted

List

Comments

Version: 01.13

Comment

Please adjust the text color. Currently it is very hard to read with the pink background.

Thu Mar 02 08 01.45 GMT-0800 (Pacific Standard Time) 2000

Readers

Edna Hurst/Nintendo

Jacqualee Story/Nintendo

Jennifer Ehlers/Nintendo

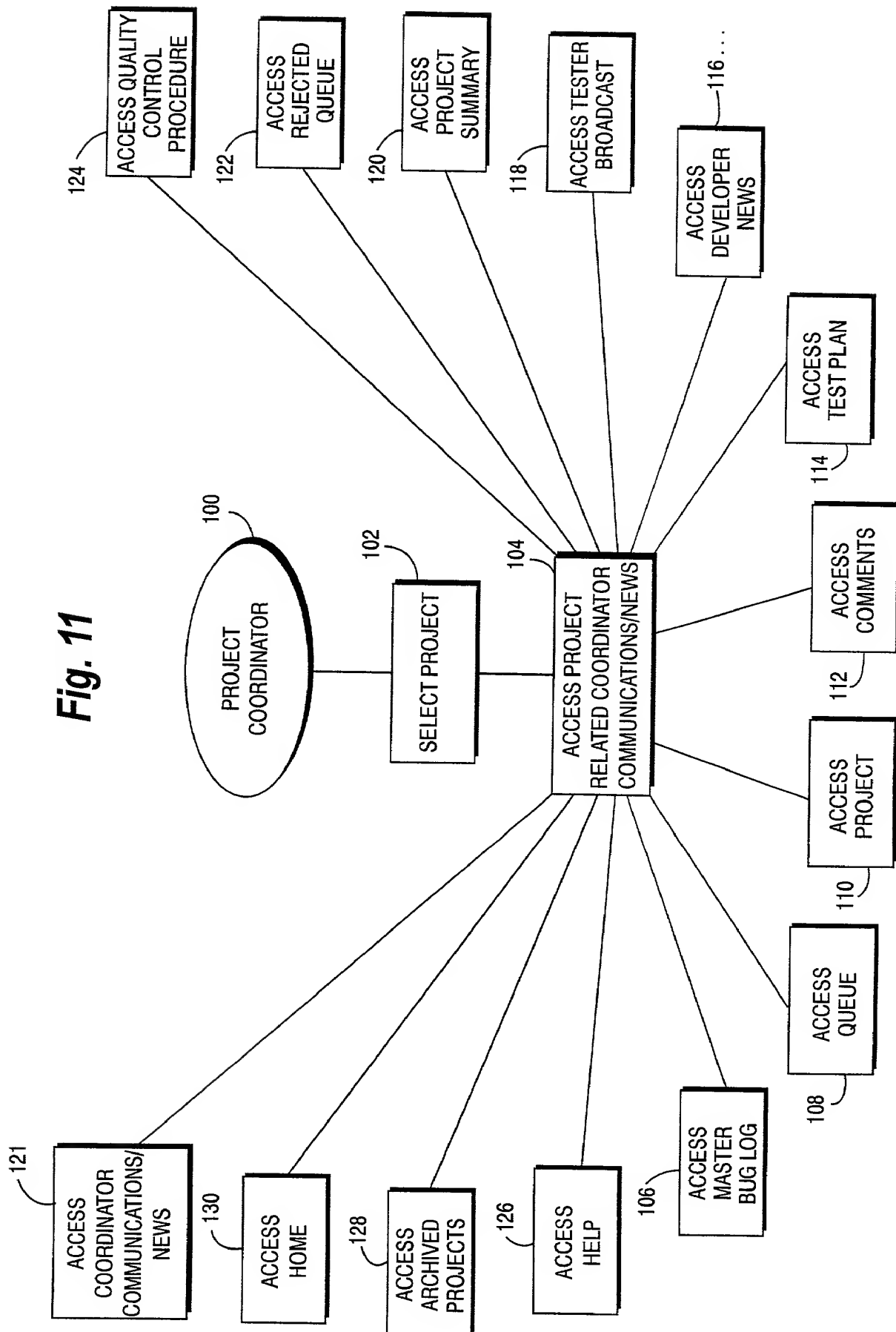
Home

Created by Eric Bush on Mar 02 2000 07 52 AM

Last updated by Eric Bush on Mar 02 2000 08 17 AM

Fig. 9





**Fig. 11**

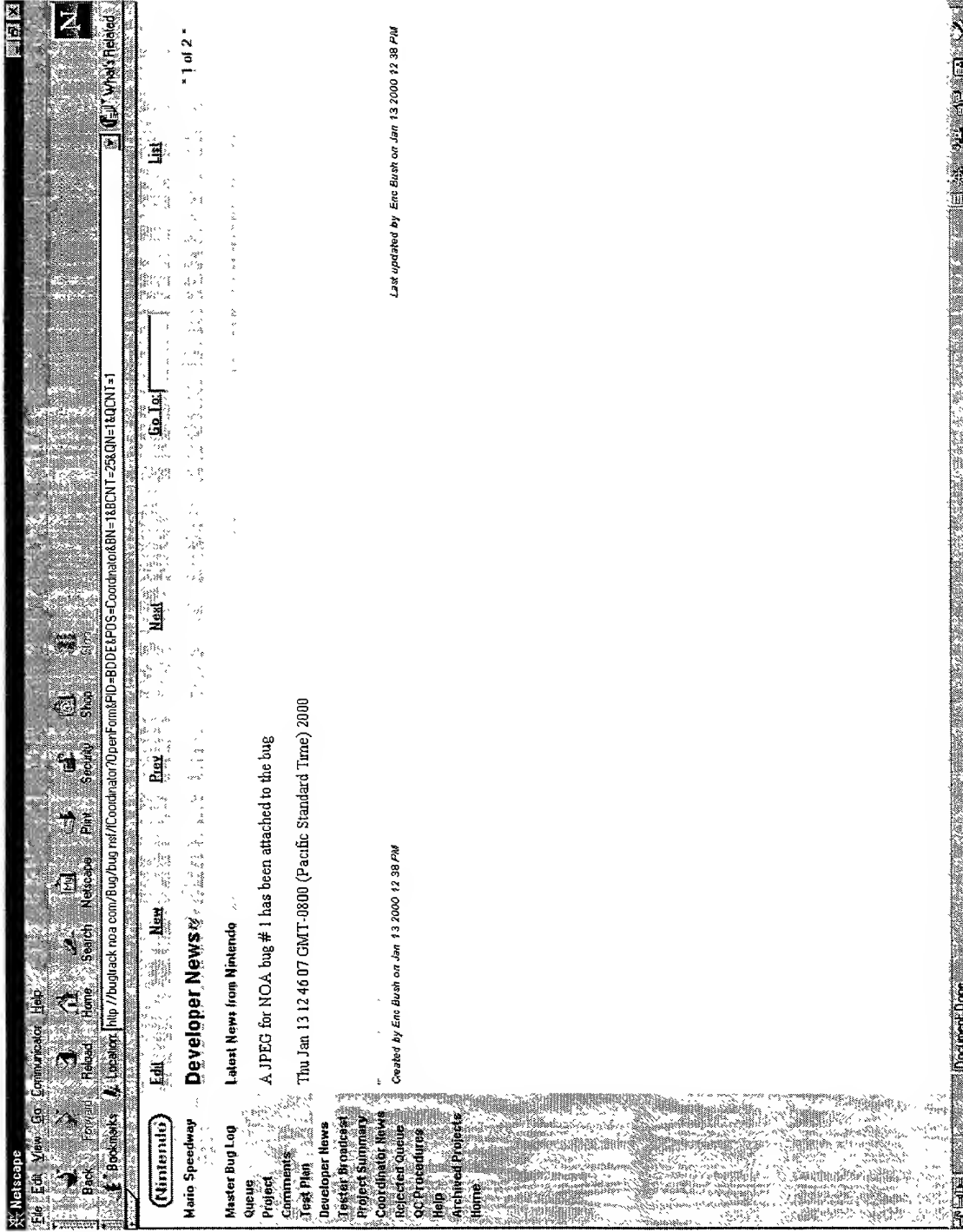


Fig. 12

File Edit View Go Communicator Help

Back Forward Reload Home Search Netscape Print Security Stop

Bookmarks Location http://bugtrack.noa.com/Bug/bug.nsf/Coordinator?OpenForm&PID=BDDE&POS=Coordinator&BM=1&CNT=2&QN=1&QCN1=1

What's Related

---

**Nintendo**

Save Cancel

**Main Profile**

Project Name: Mario Speedway

Project Status: Open

System: Nintendo 64

Accessories: None  
N64 Expansion Pak  
N64 VRU  
Controller Pak  
Romble Pak

**Update Current Version**

Version History

Date	User
06/28/2000 01:20 PM	Eric Bush
07/14/2000 10:11 AM	Liz Bush
07/13/2000 12:12 PM	Liz Bush

**Supervisor**

Eric Bush/Nintendo

**Coordinator(s)**

Tim Casey/Nintendo

**Backup Coordinator(s)**

Keith Sohrad/Nintendo

**Additional Coordinator for Security**

Keith Sohrad/Nintendo  
Kyle Carlson/Nintendo  
Michael Leslie/Nintendo

**Translators**

Kiyo Ando2/Nintendo

**Testers**

Chris Needham/Nintendo  
Dave Dedens/Nintendo  
David Hunkeler/Nintendo  
Erik Johnson/Nintendo  
James Shiba/Nintendo

**Developers**

Aime Myers/Nintendo  
Dave Ashby/Nintendo  
David Gallardo/Nintendo  
George Thomas/Nintendo  
Gerry Eng/Nintendo

**Nintendo Contacts**

Andreas Fey/Nintendo  
Colin Palmer/Nintendo  
Edna Hust/Nintendo  
Jacqueline Story/Nintendo  
Jeff Miller/Nintendo

**Translation Needed?**

Yes No

**Release Date**

06/01/2000

**Approval Date**

03/02/2000

**Project Start Date**

12/02/1999

**Default Contacts**

**Bug Statuses**

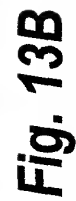
Fixed  
Not Fixed  
No bug per Koa  
No bug per bill

**Stages**

All Tracks  
Thoroughfare  
Charlottesville Offloading  
Speedway  
Freeway

**Contact Info**

Fig. 13A



**Fig. 13B**

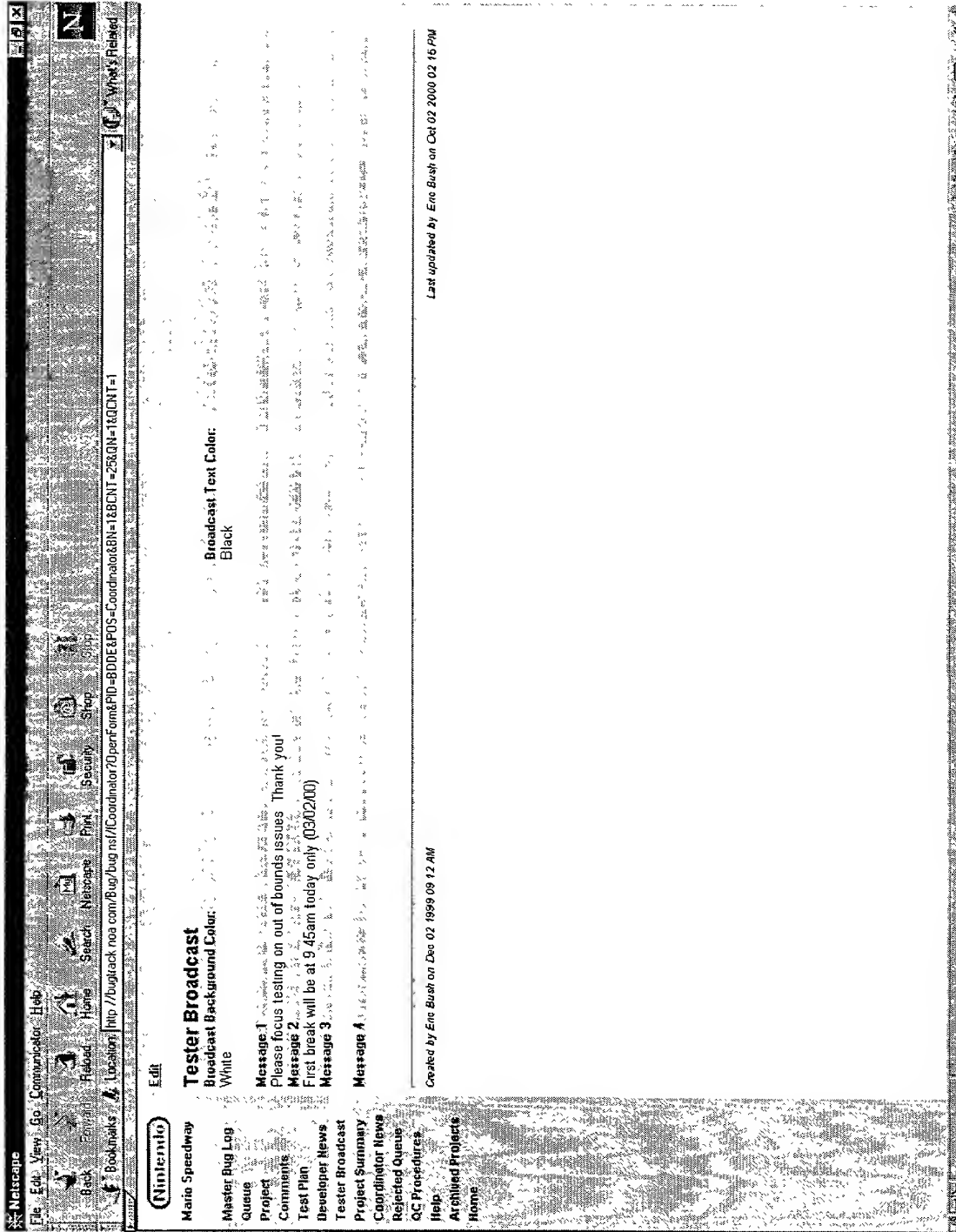


Fig. 14





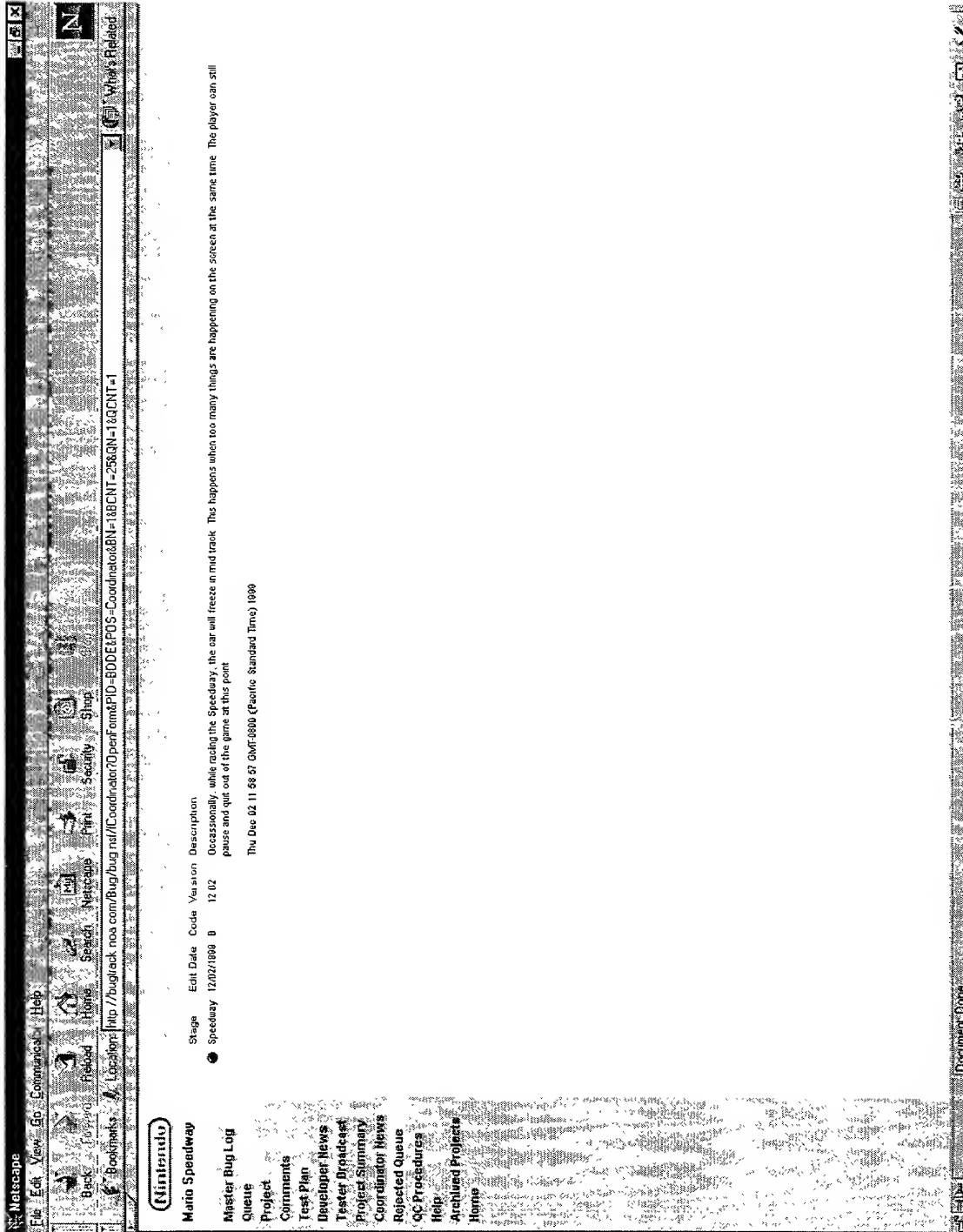


Fig. 16

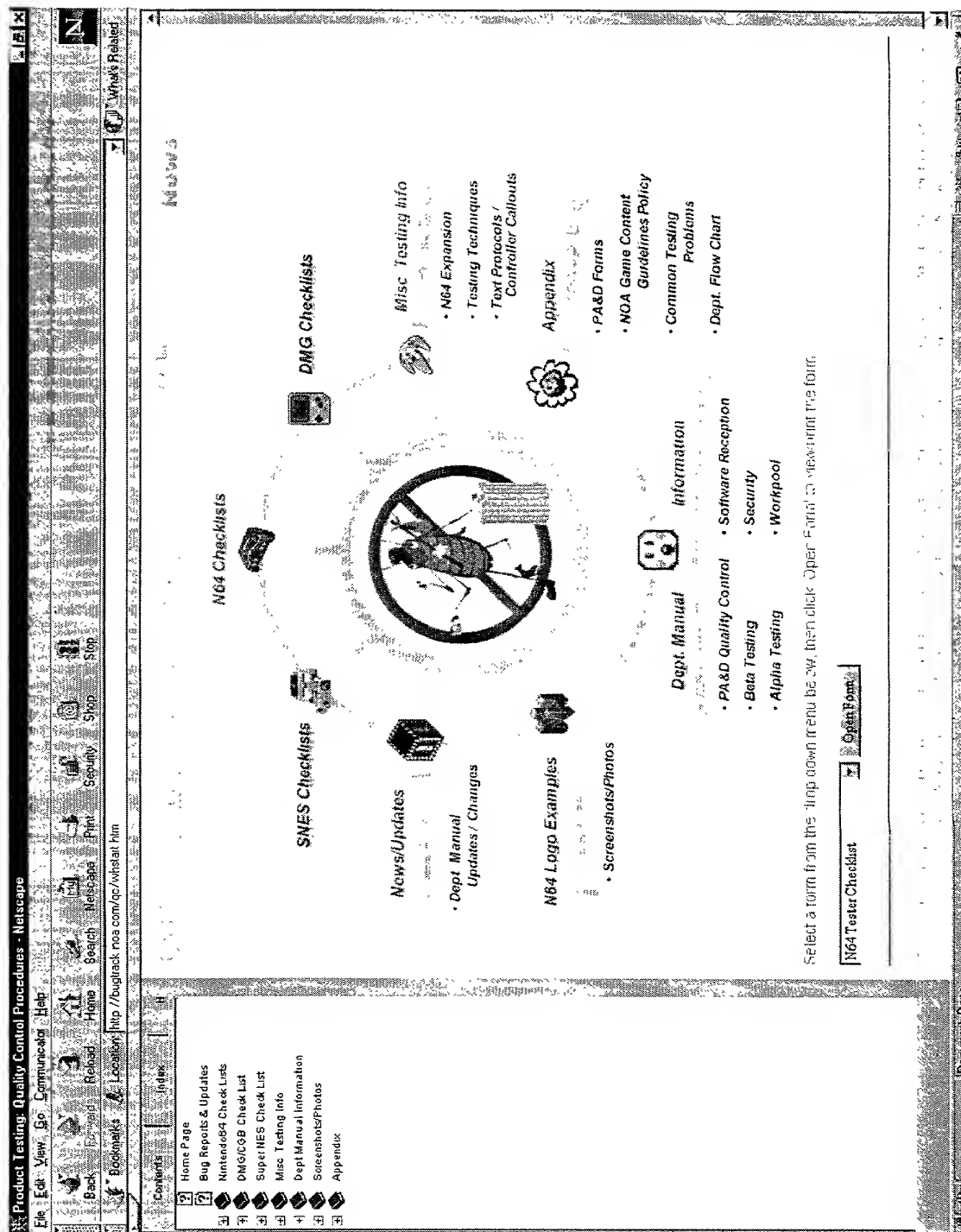
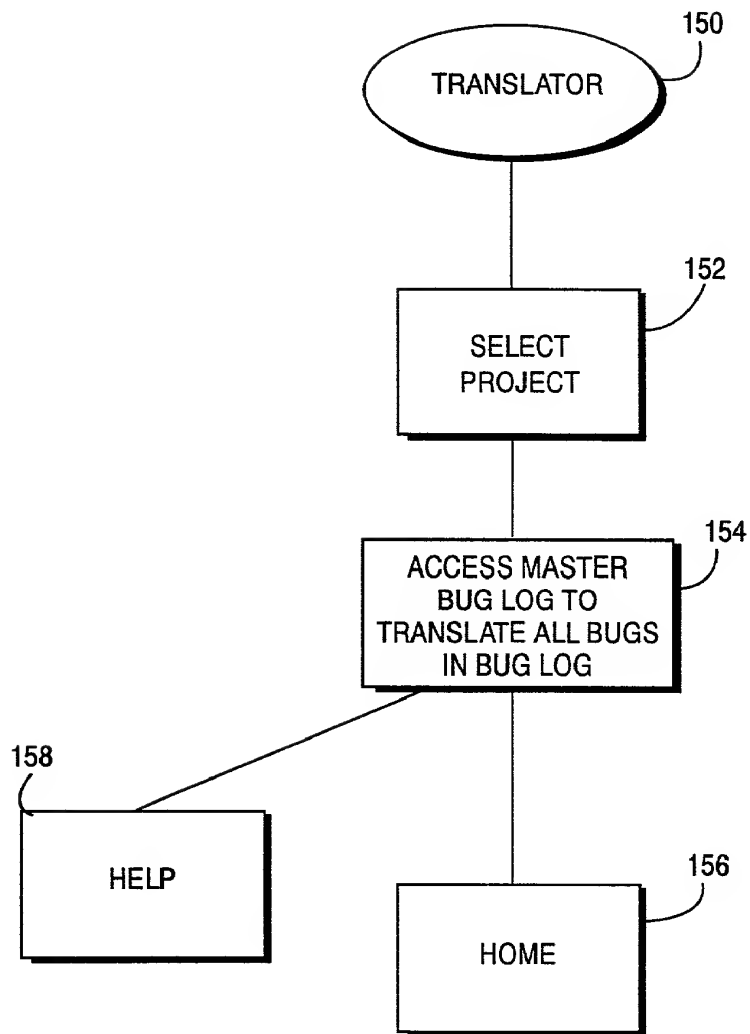


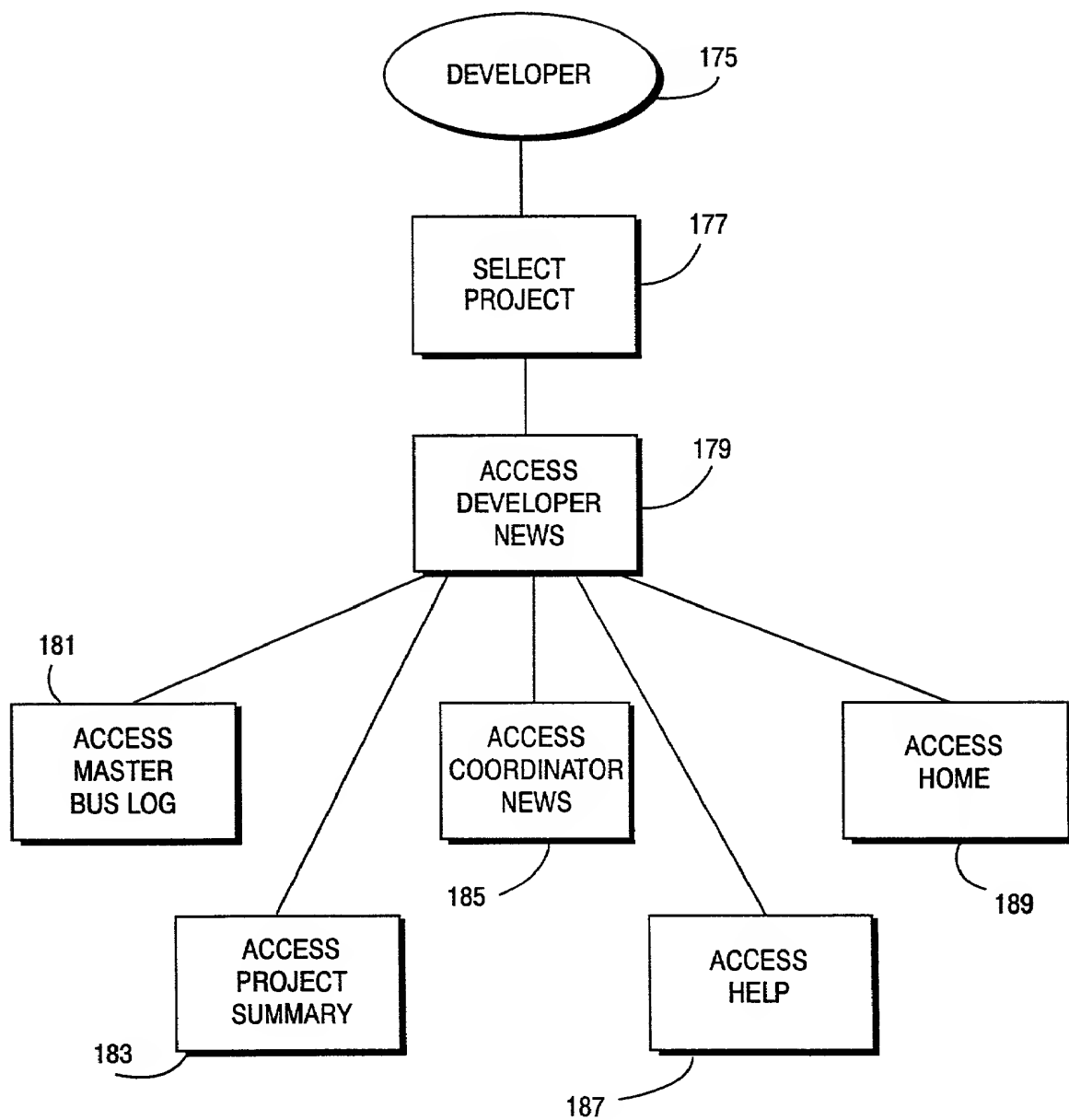
Fig. 17



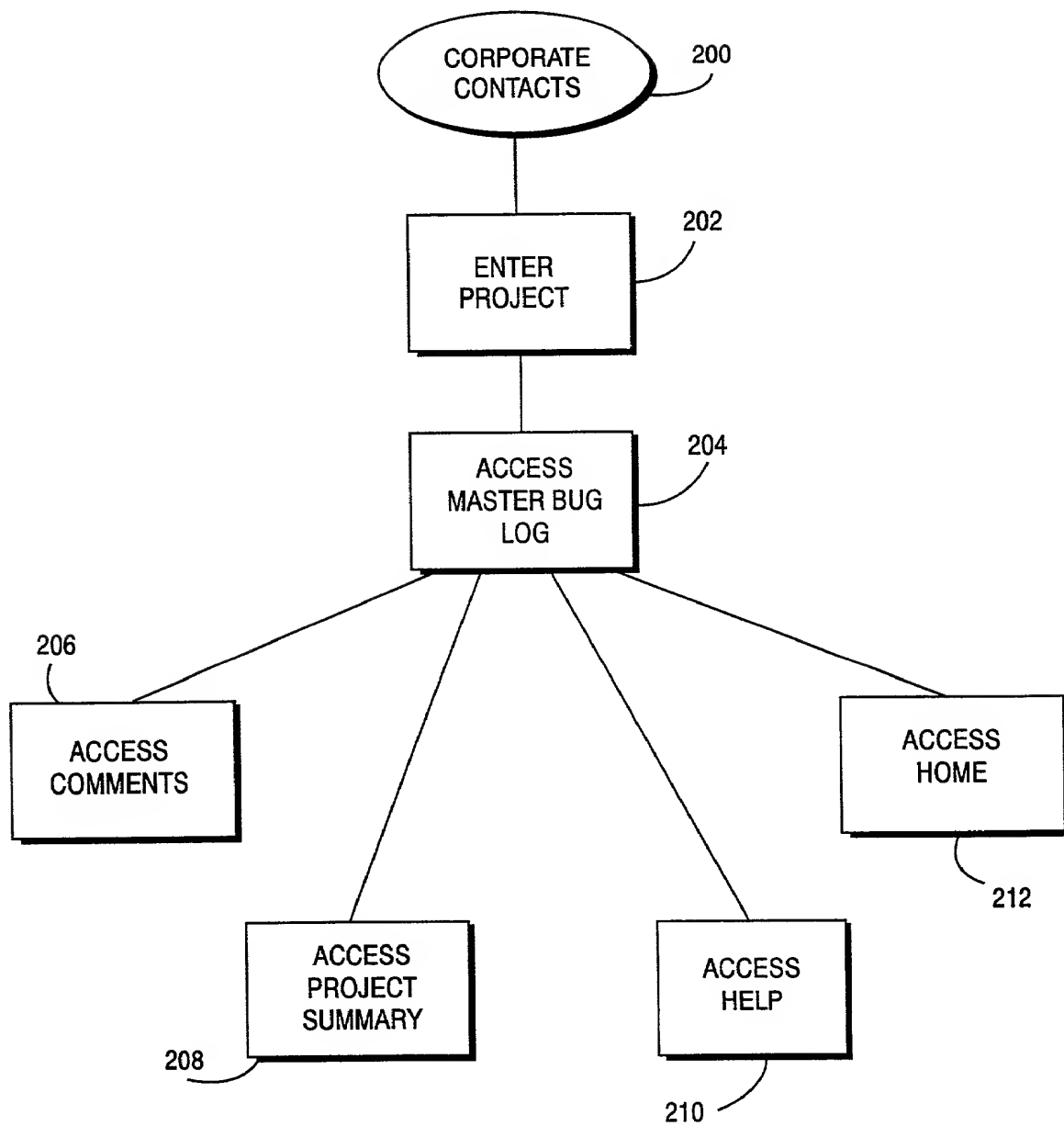
**Fig. 19**



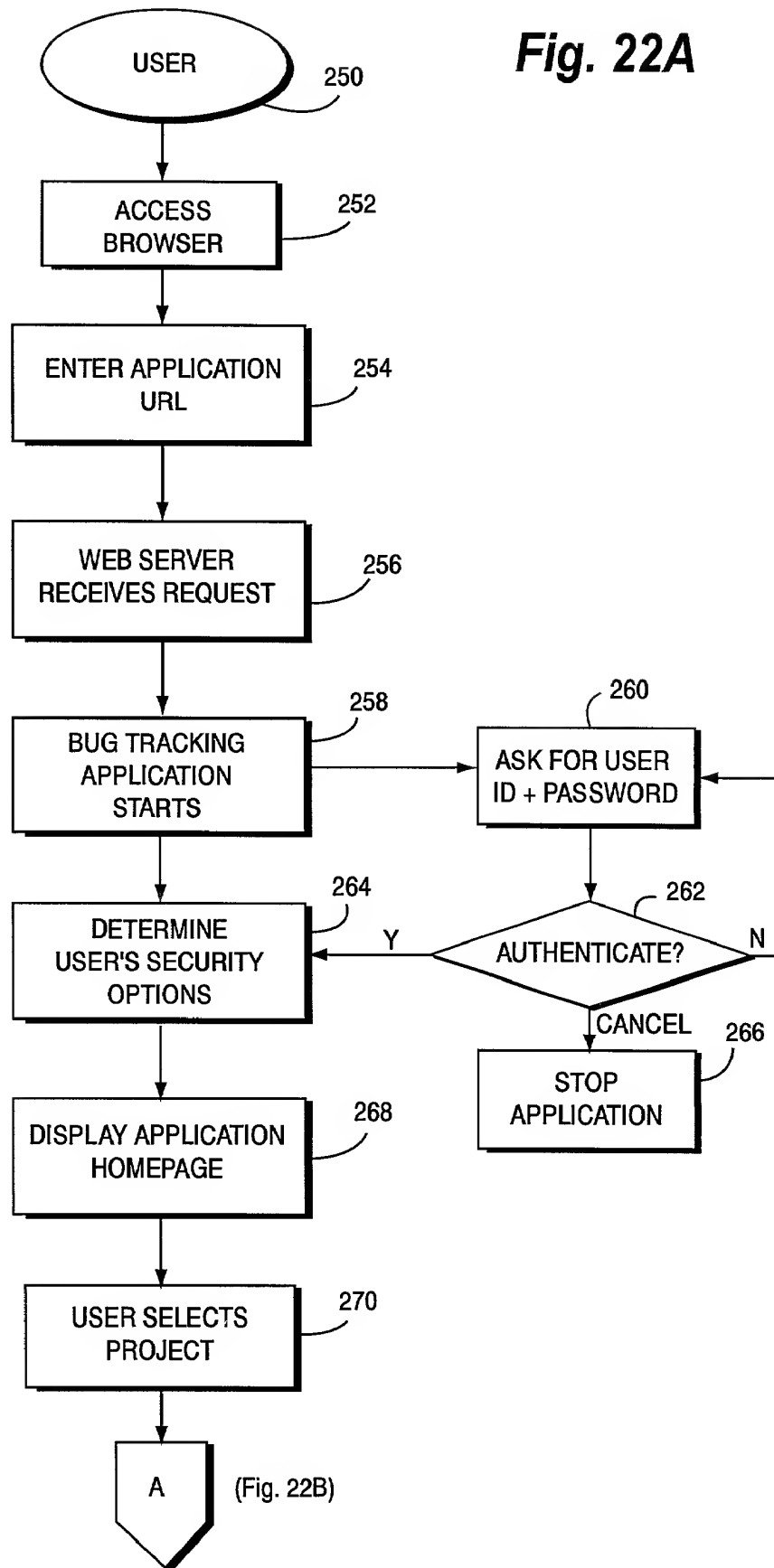
**Fig. 20**



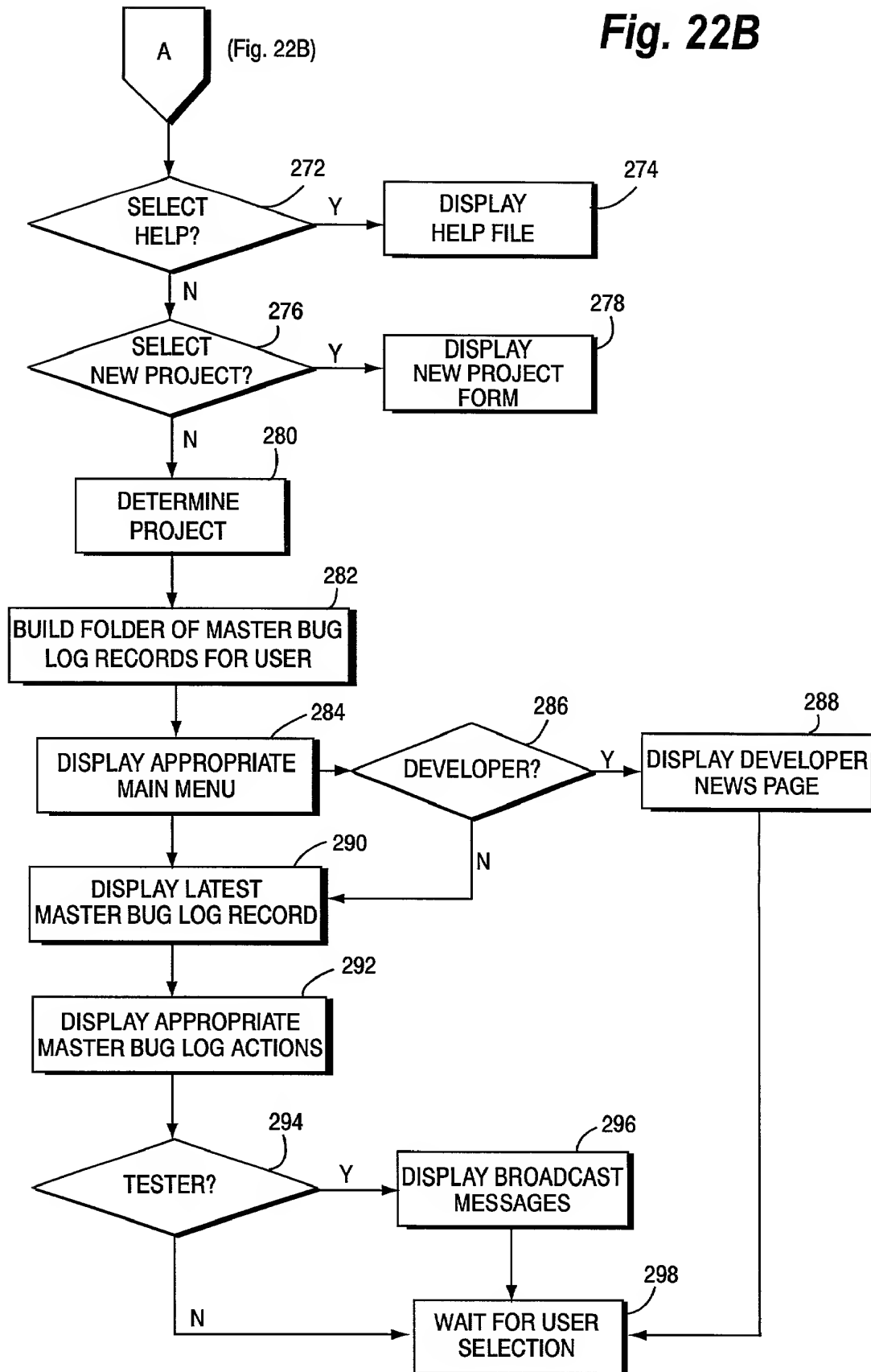
**Fig. 21**



**Fig. 22A**

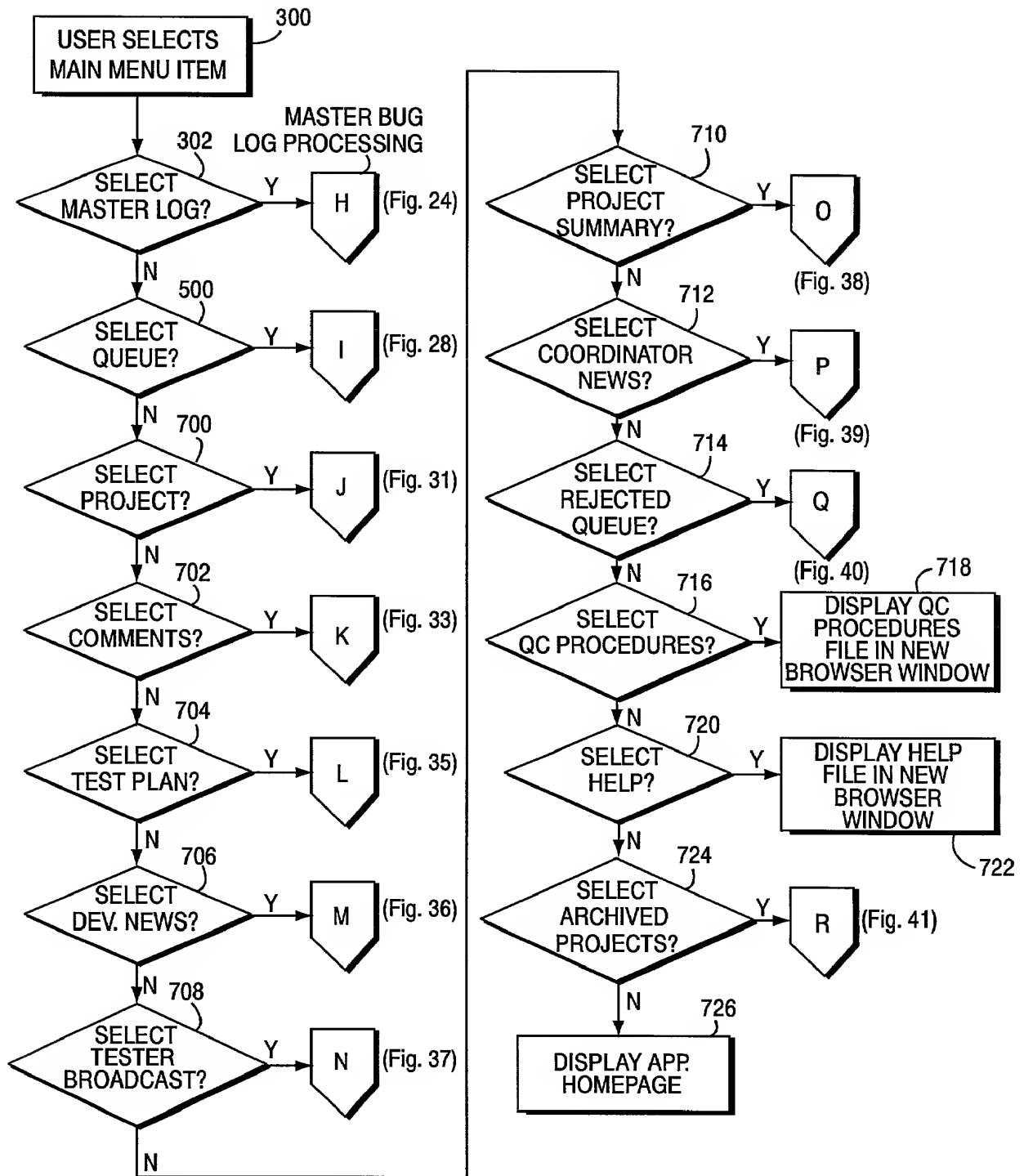


**Fig. 22B**



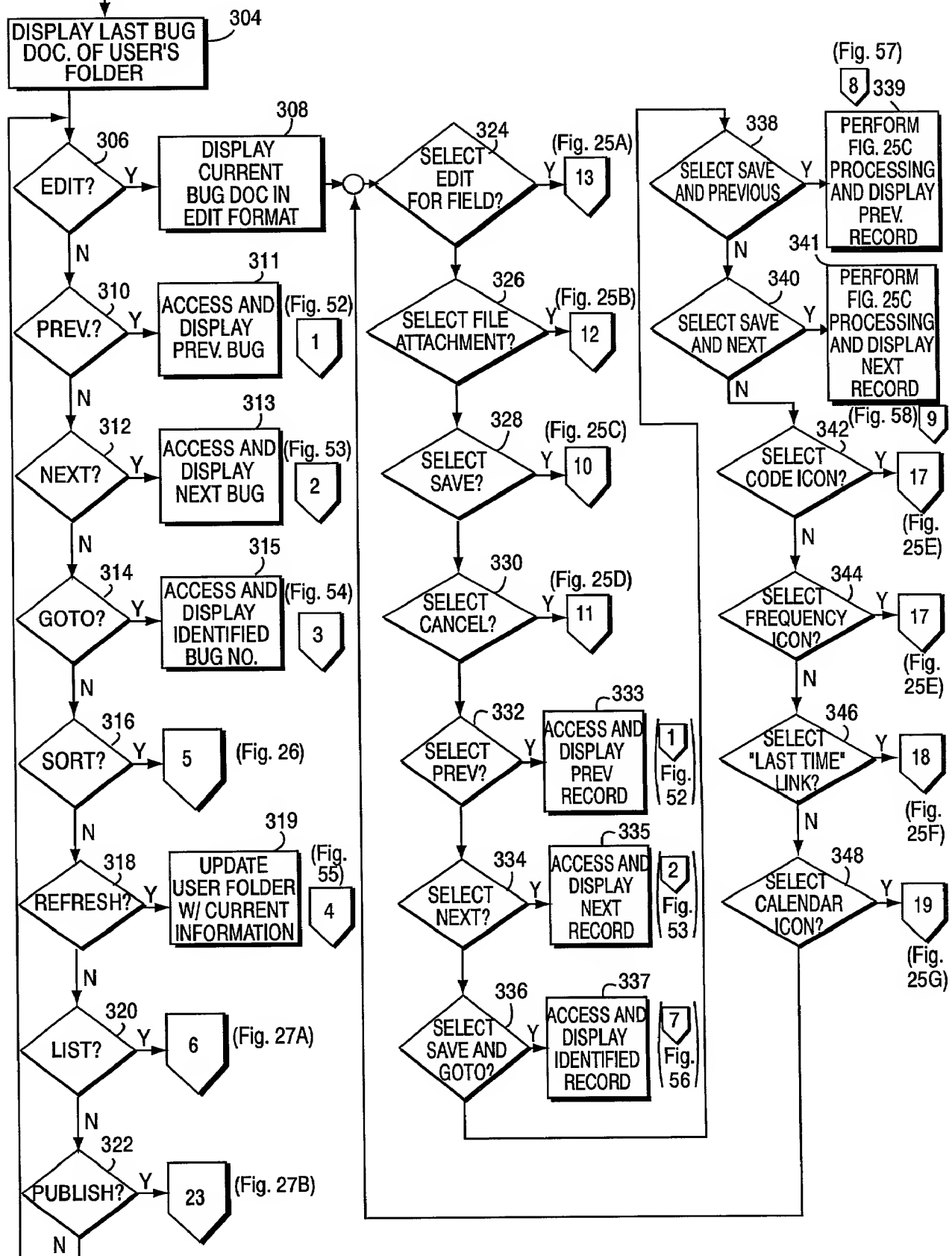


**Fig. 23**

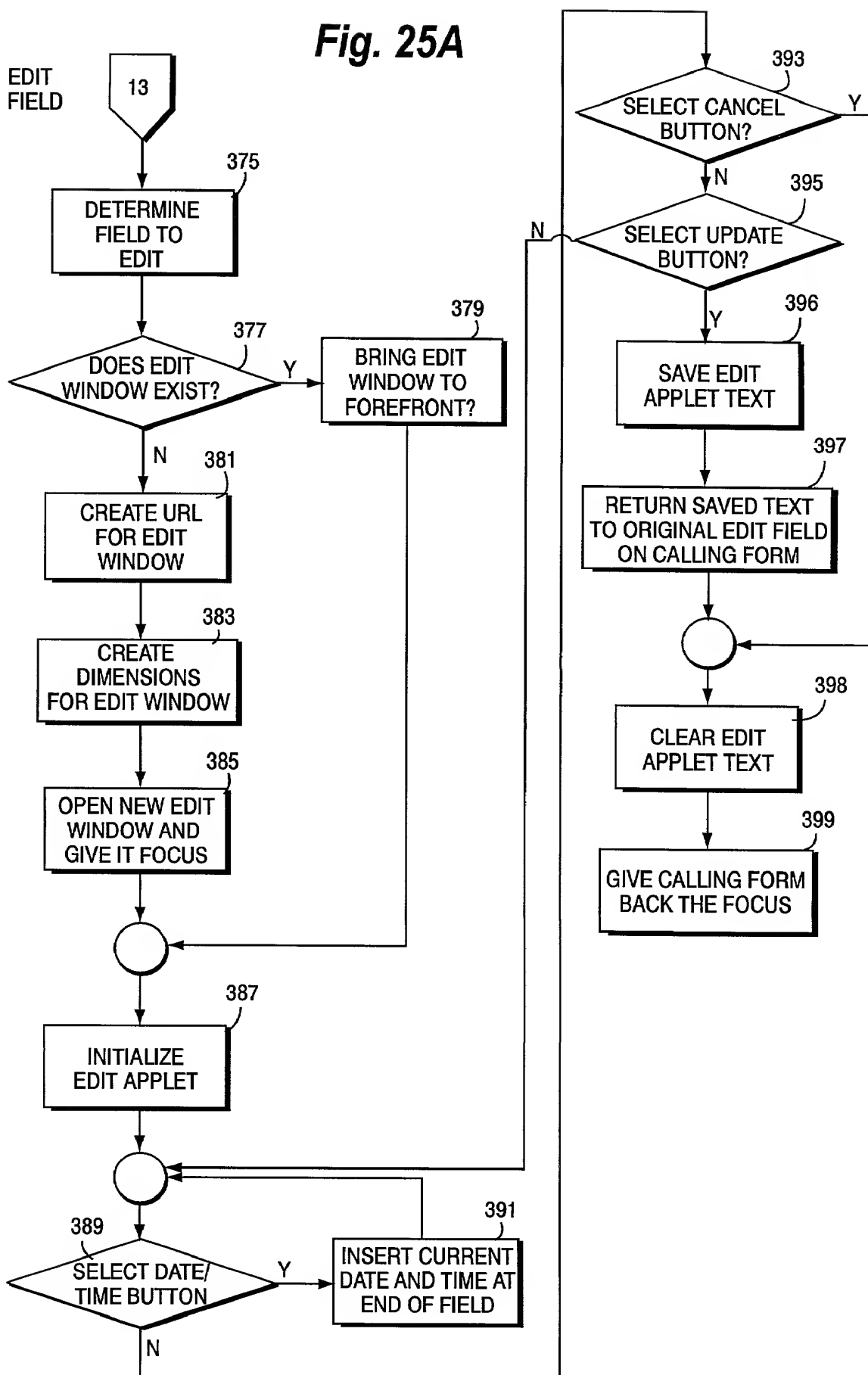


MASTER  
BUG LOG

**Fig. 24**

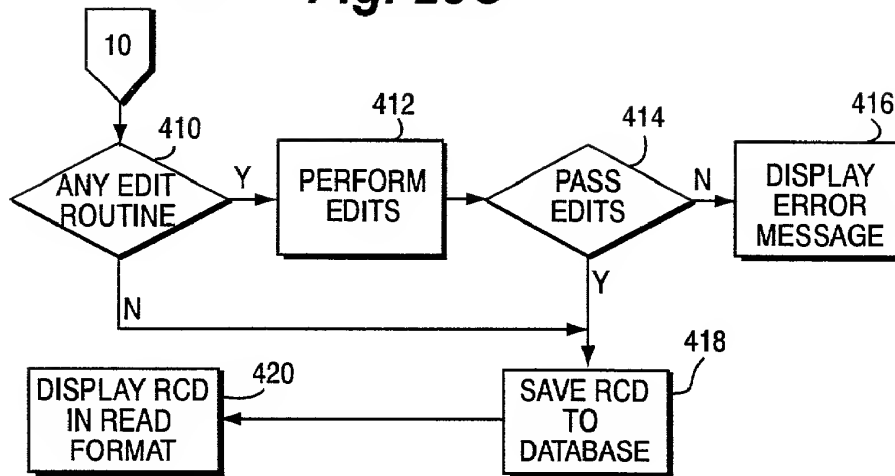


**Fig. 25A**



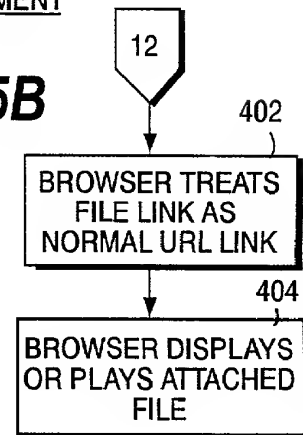
SAVE

**Fig. 25C**



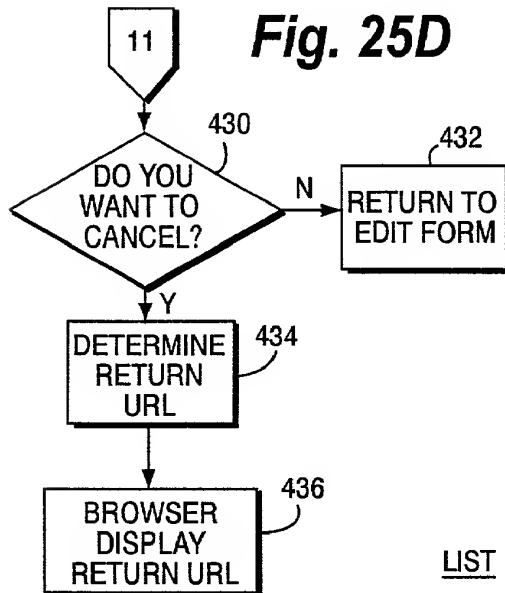
FILE ATTACHMENT

**Fig. 25B**



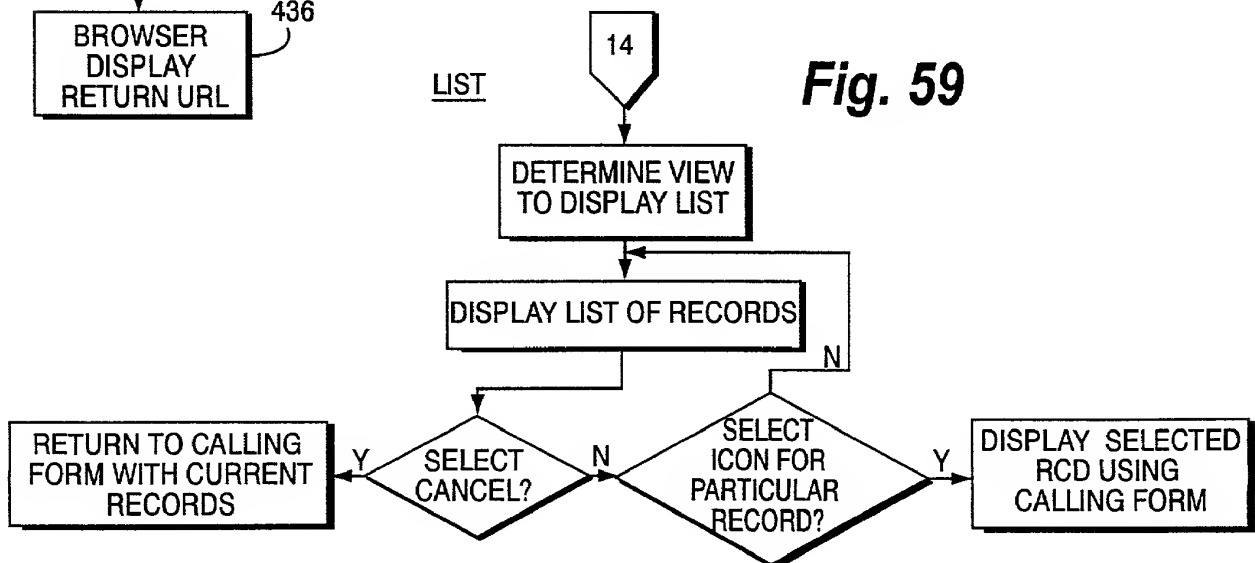
CANCEL

**Fig. 25D**



LIST

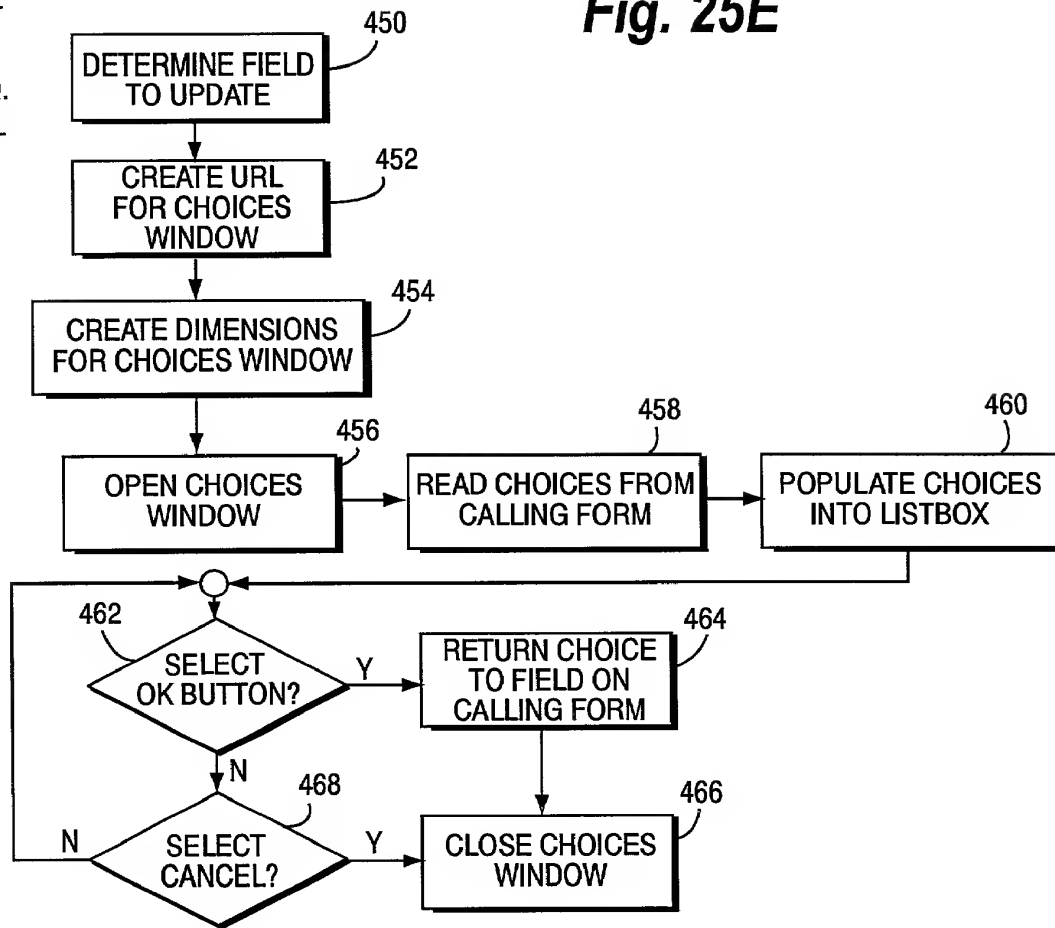
**Fig. 59**



CODE  
ICON

FREQ.  
ICON

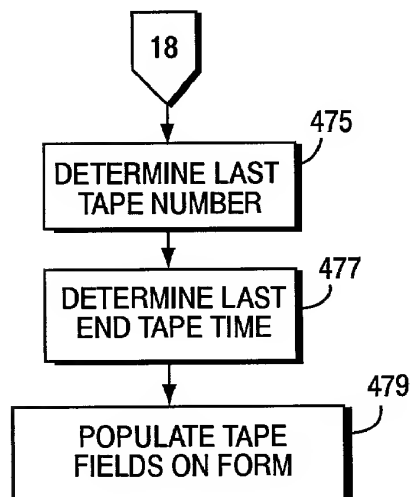
**Fig. 25E**



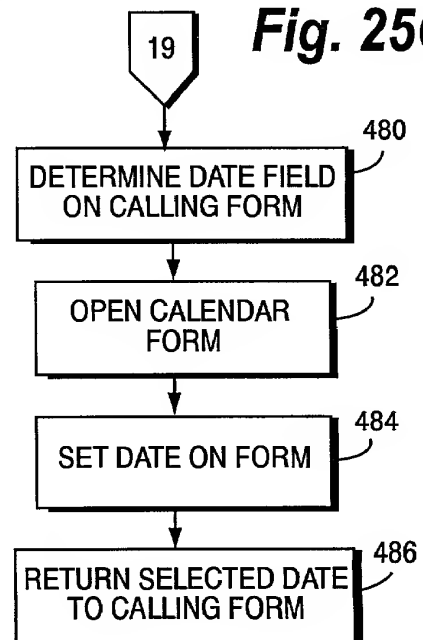
CALENDAR  
ICON

**Fig. 25F**

LAST  
TIME



**Fig. 25G**



**Fig. 26**

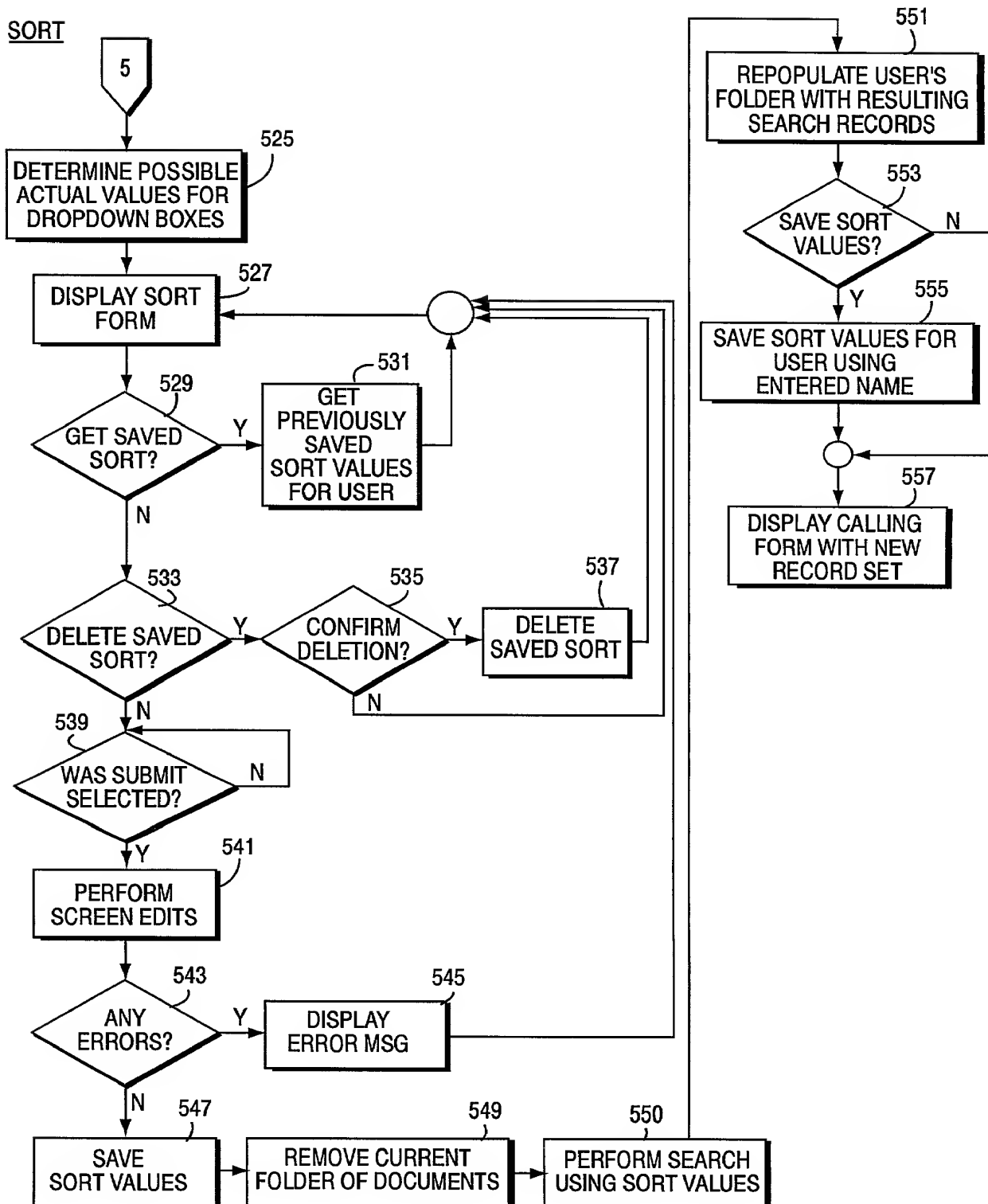
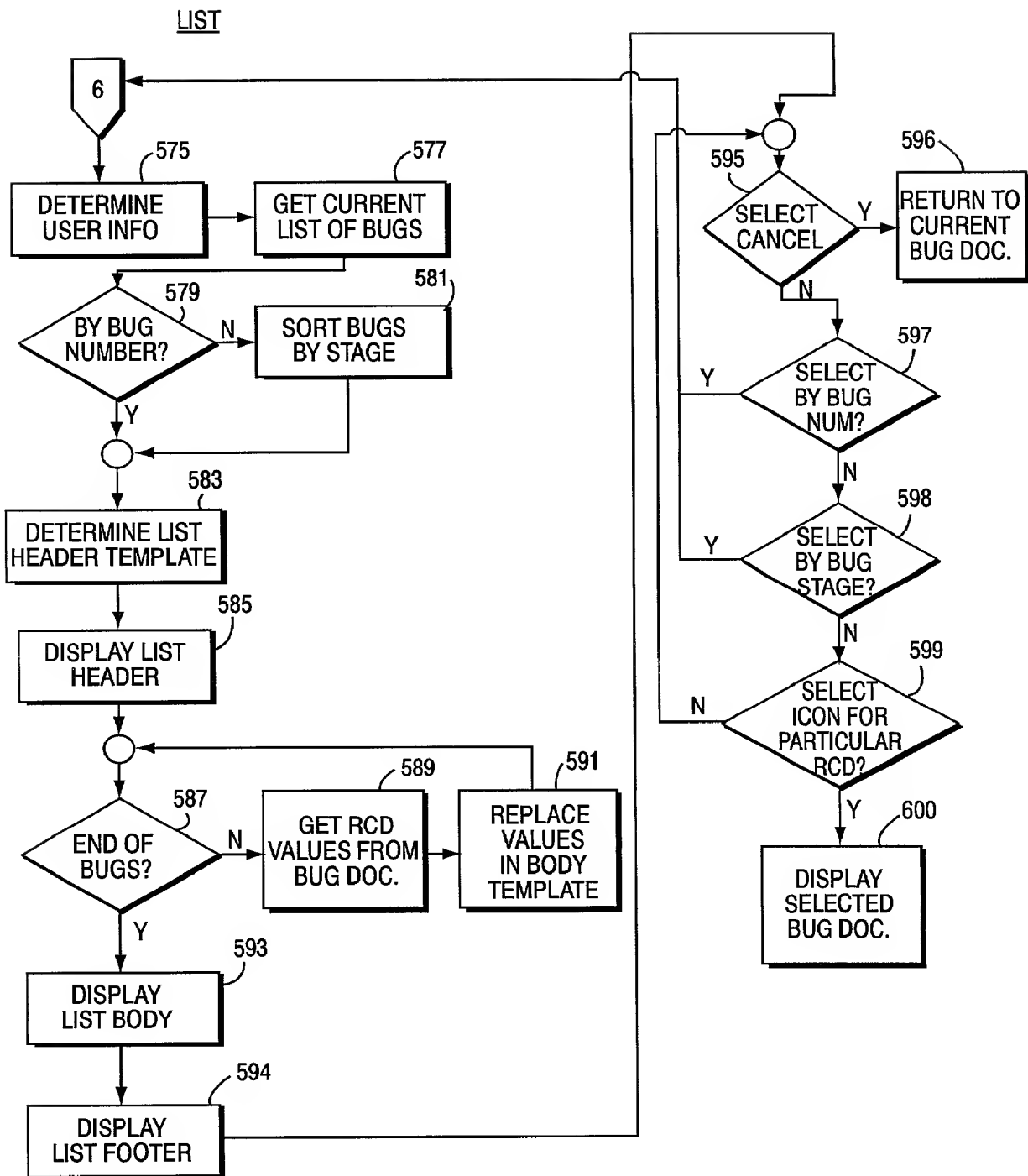
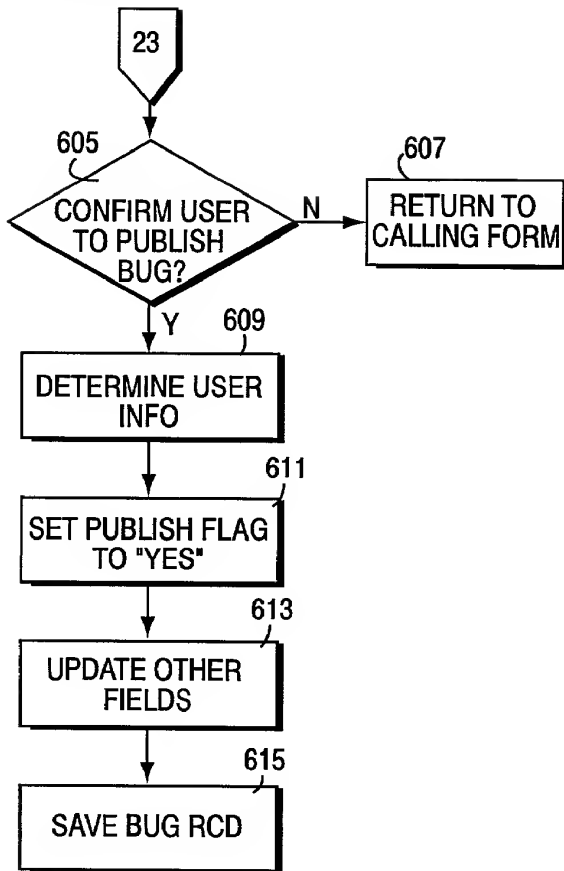


Fig. 27A



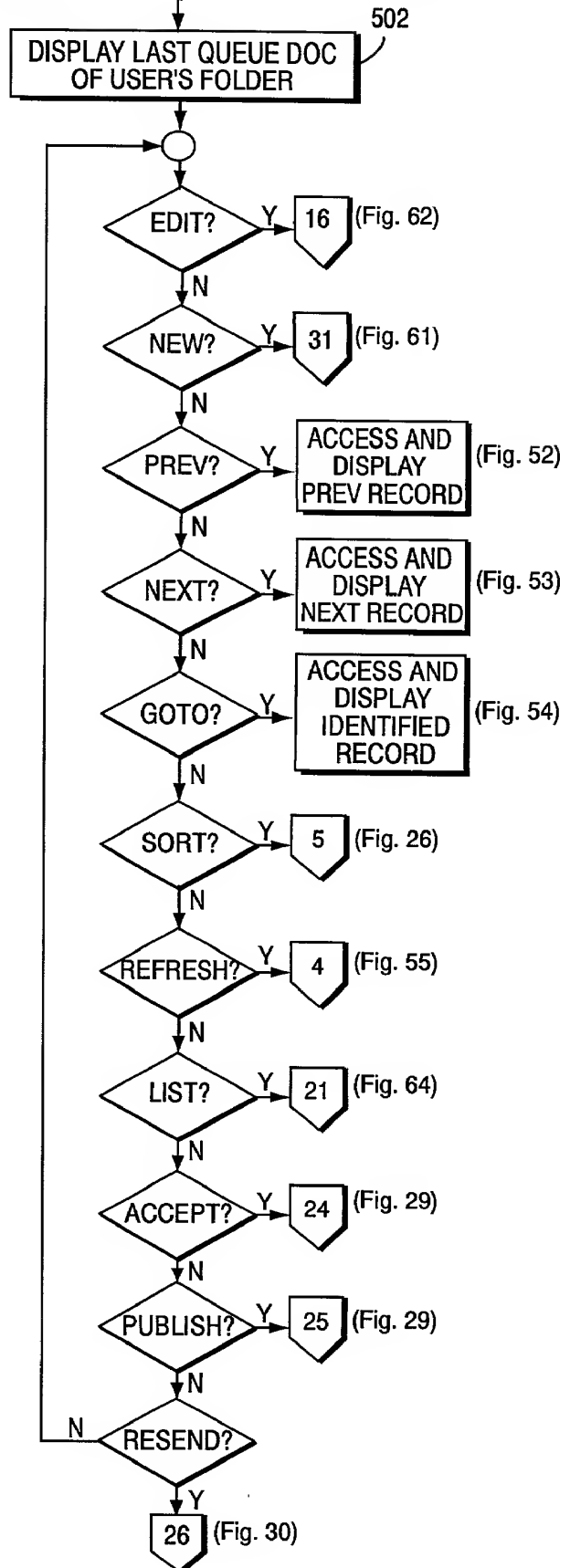
**Fig. 27B**

PUBLISH



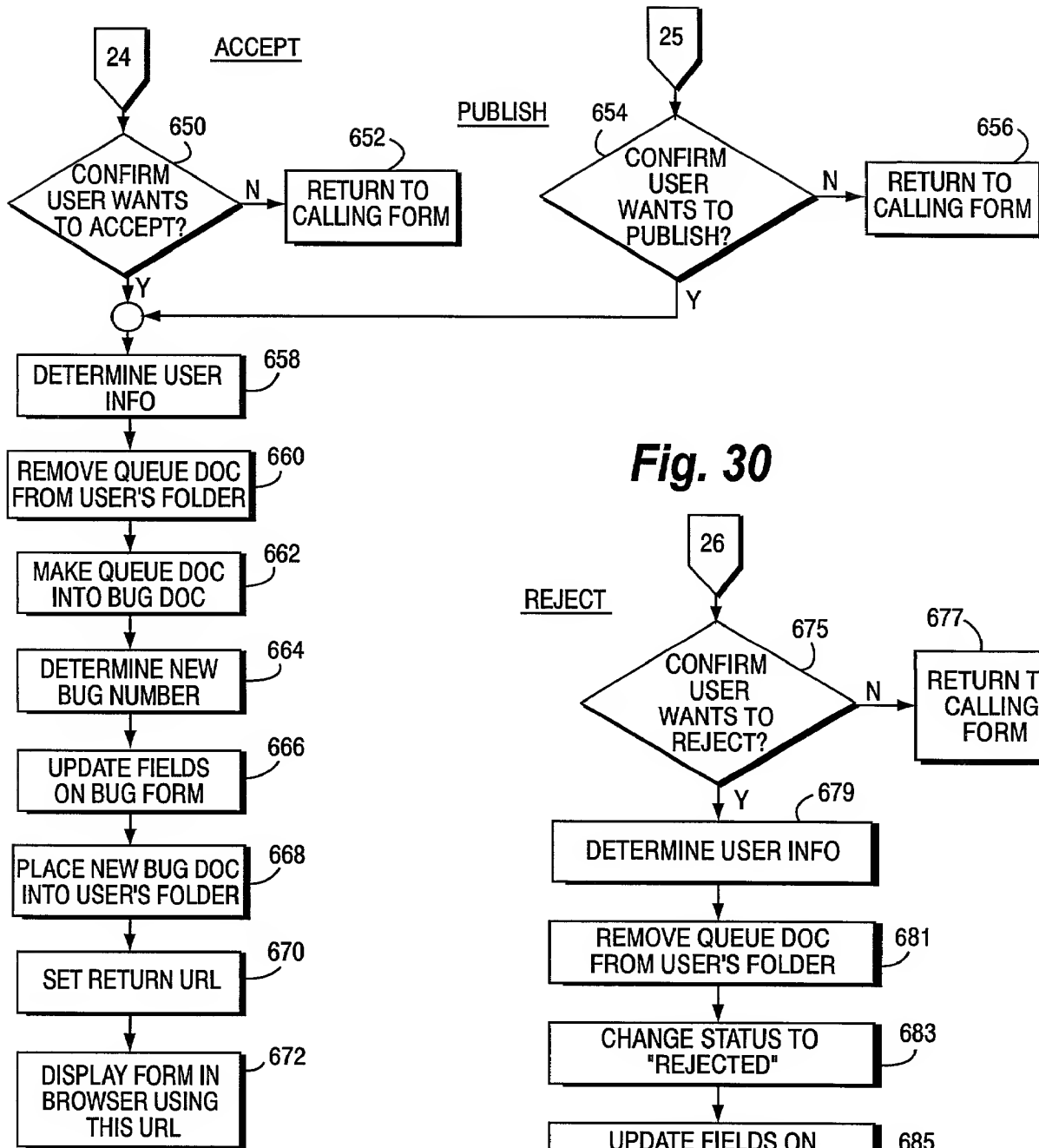
**Fig. 28**

QUEUE

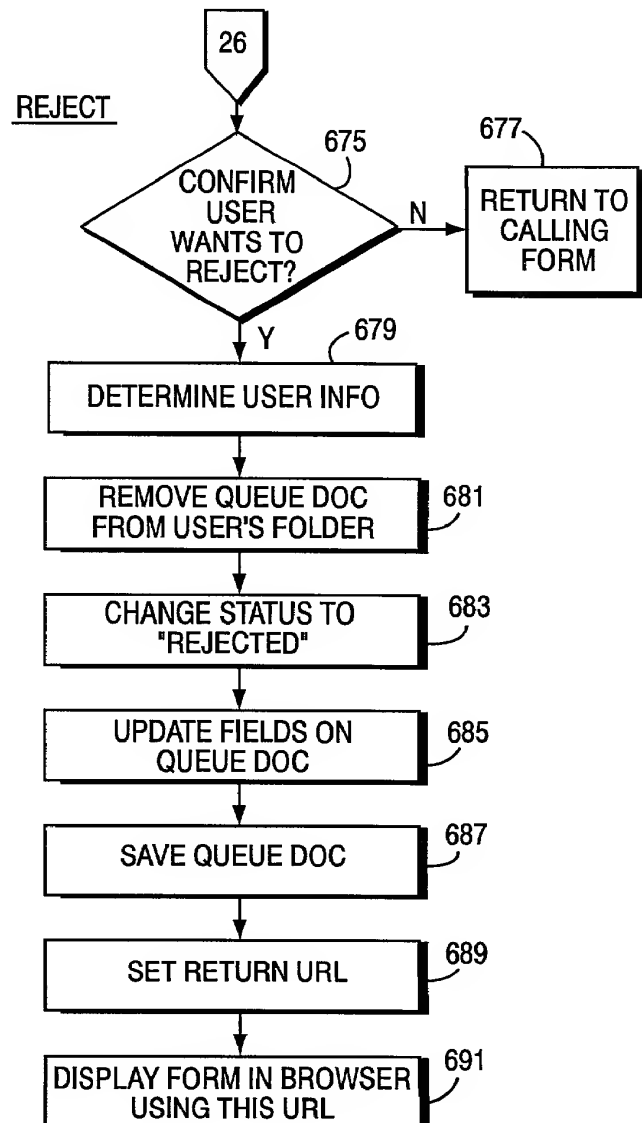




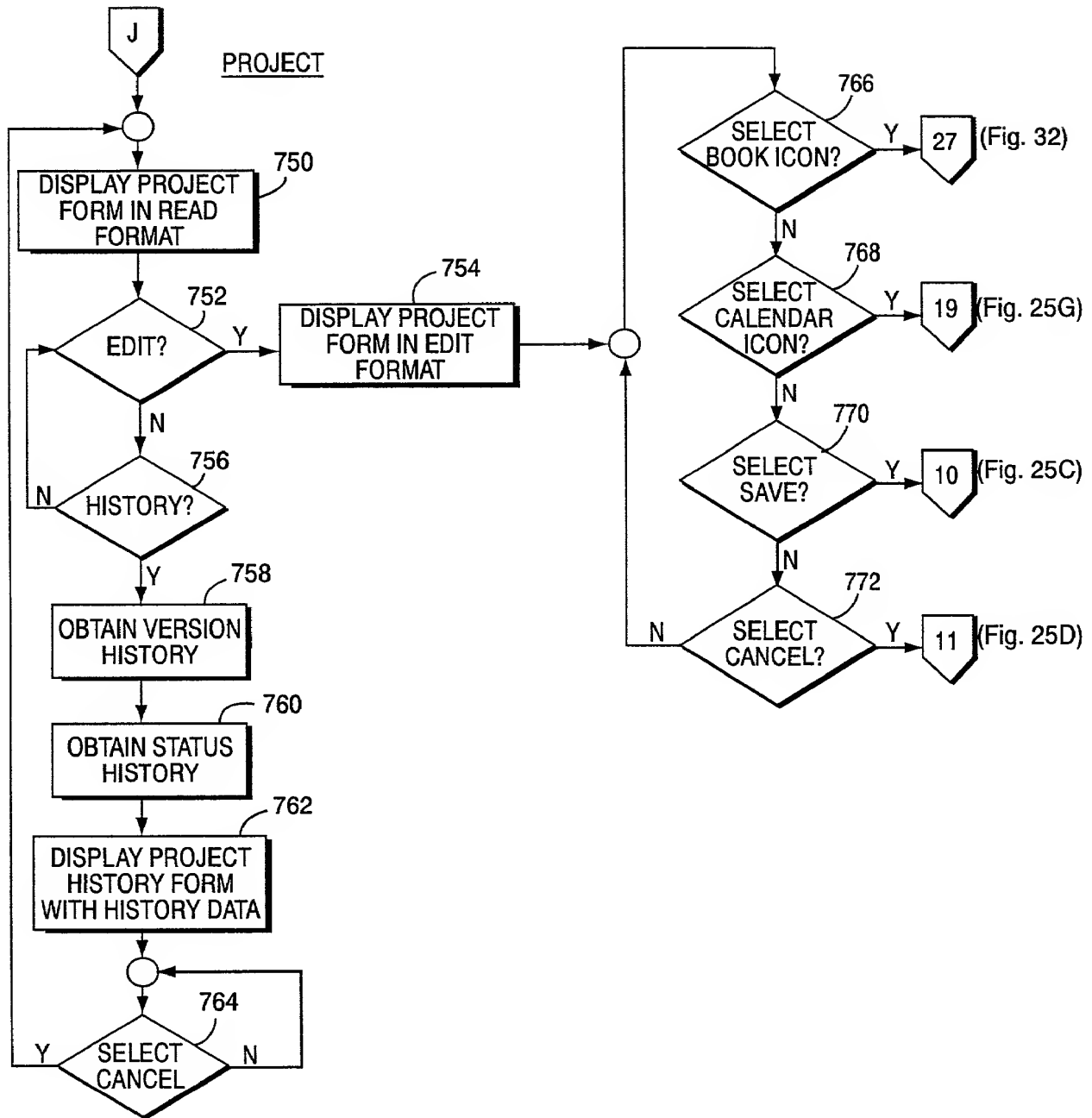
**Fig. 29**



**Fig. 30**

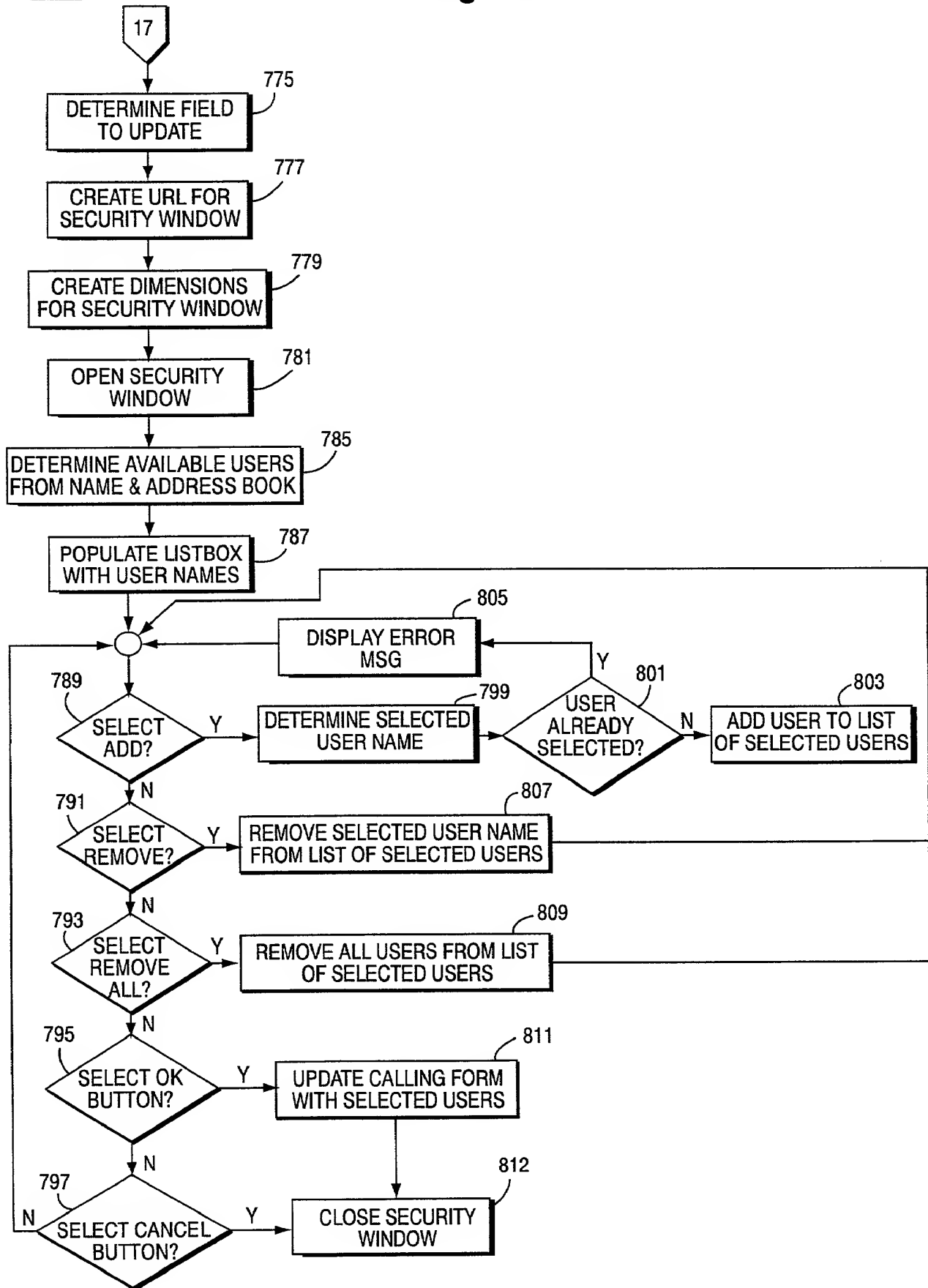


**Fig. 31**



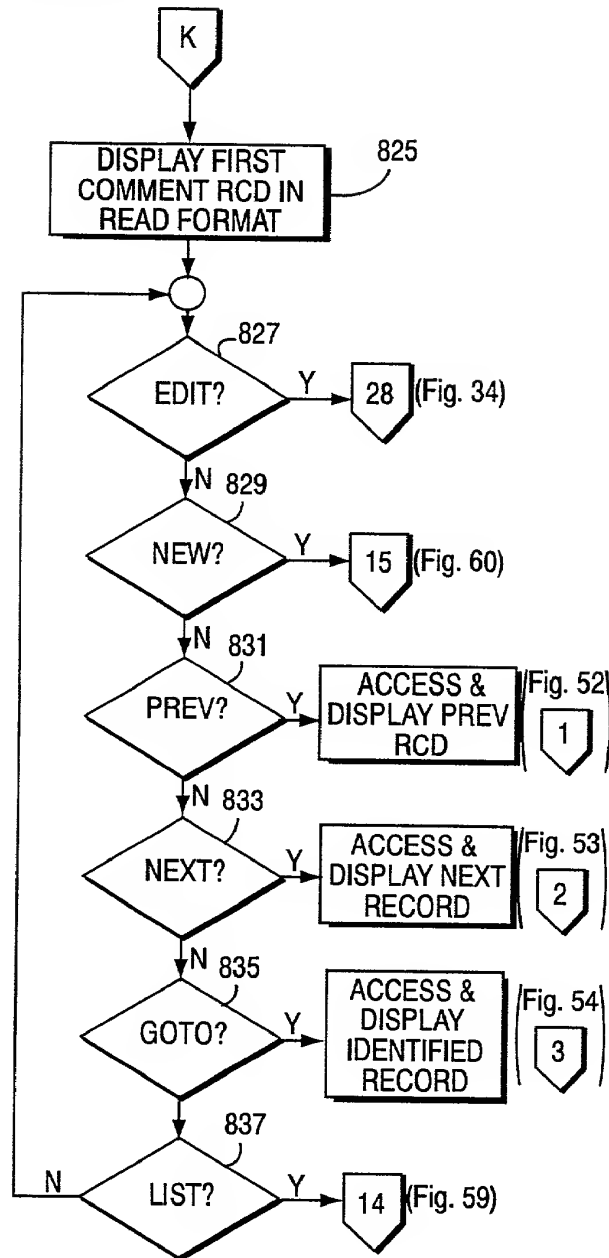
BOOK  
ICON

Fig. 32



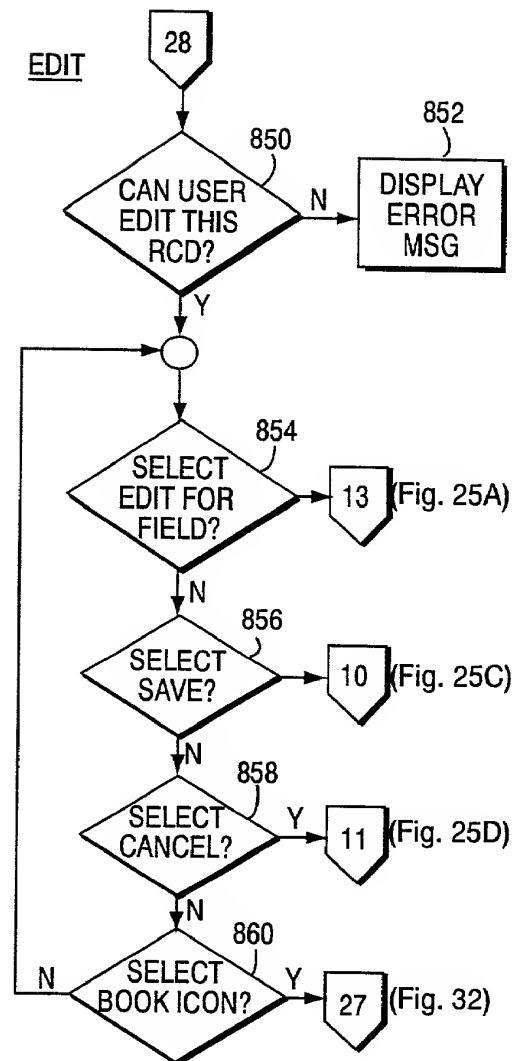
**Fig. 33**

COMMENTS

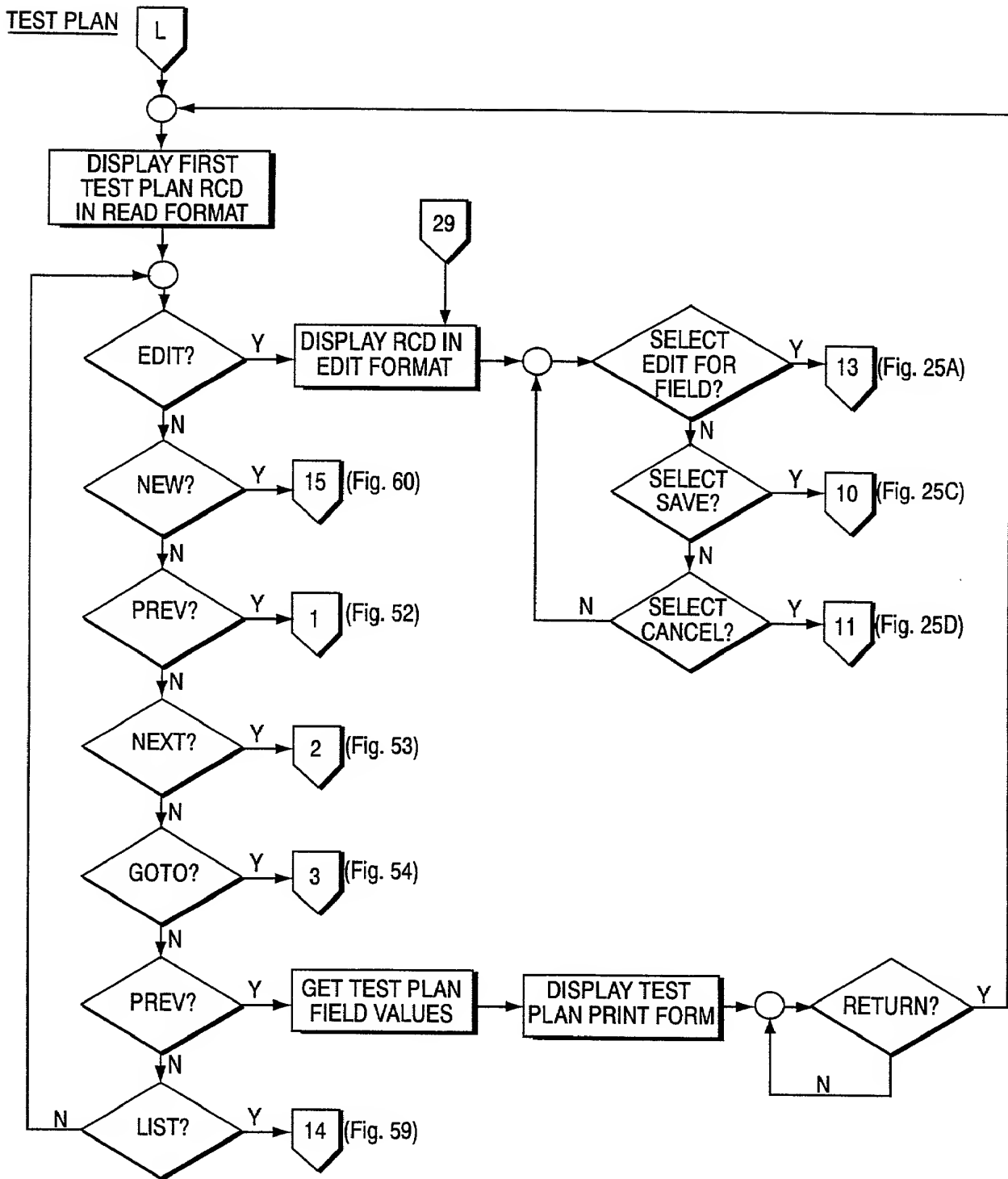


**Fig. 34**

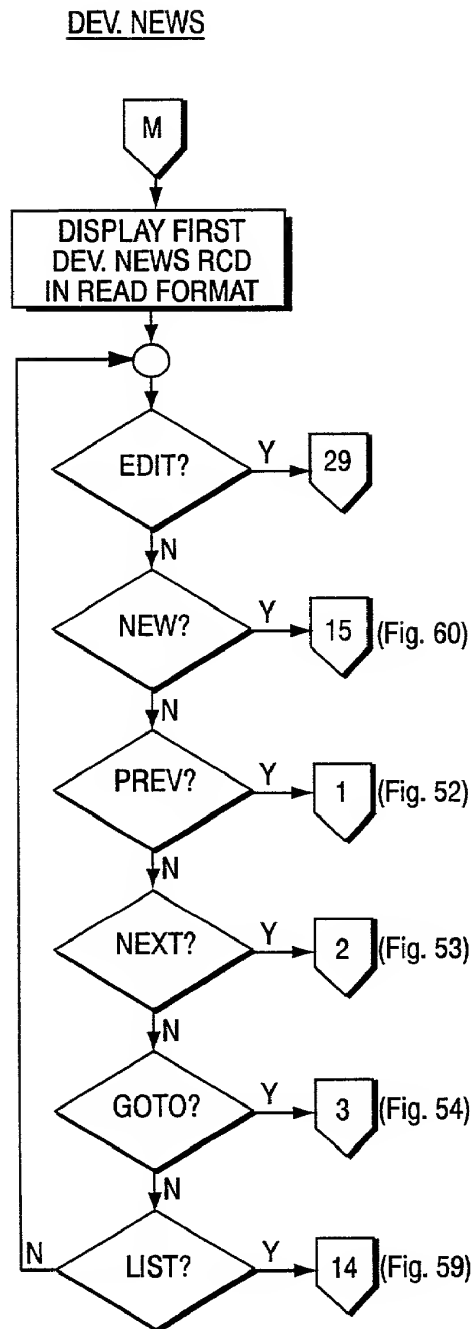
EDIT



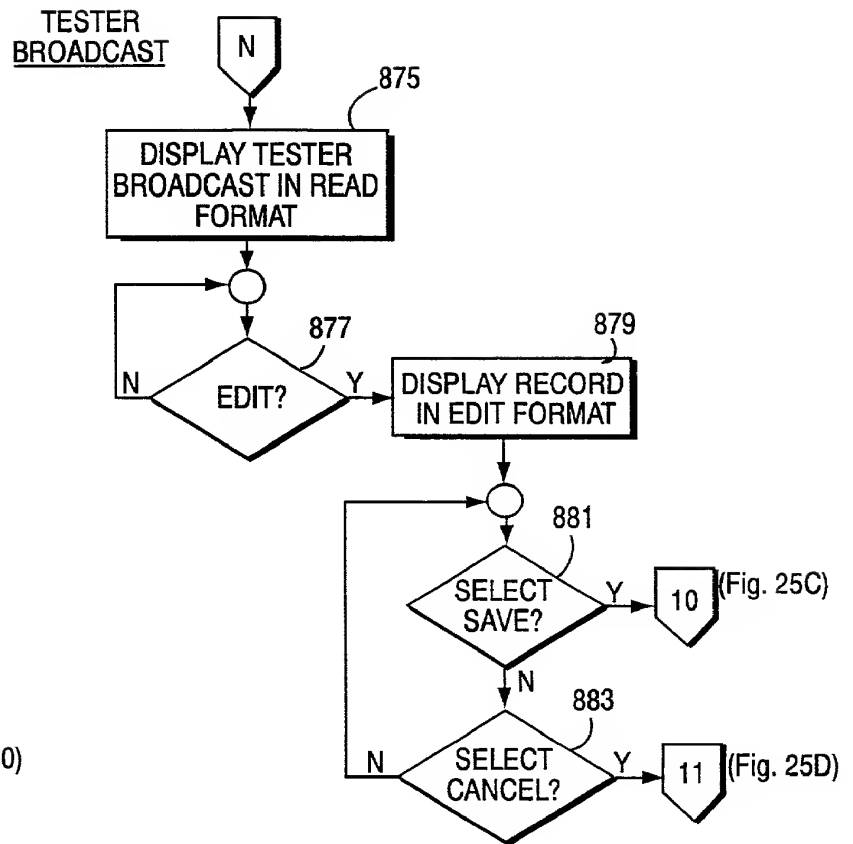
**Fig. 35**



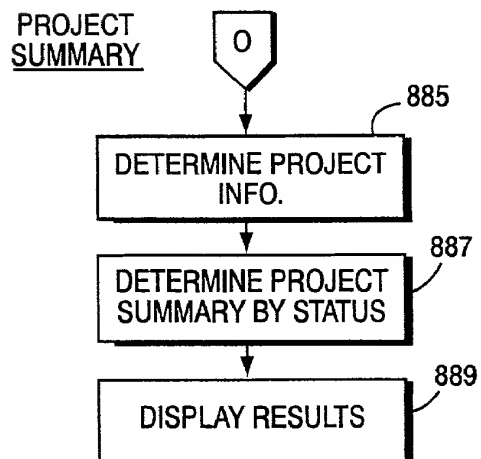
**Fig. 36**



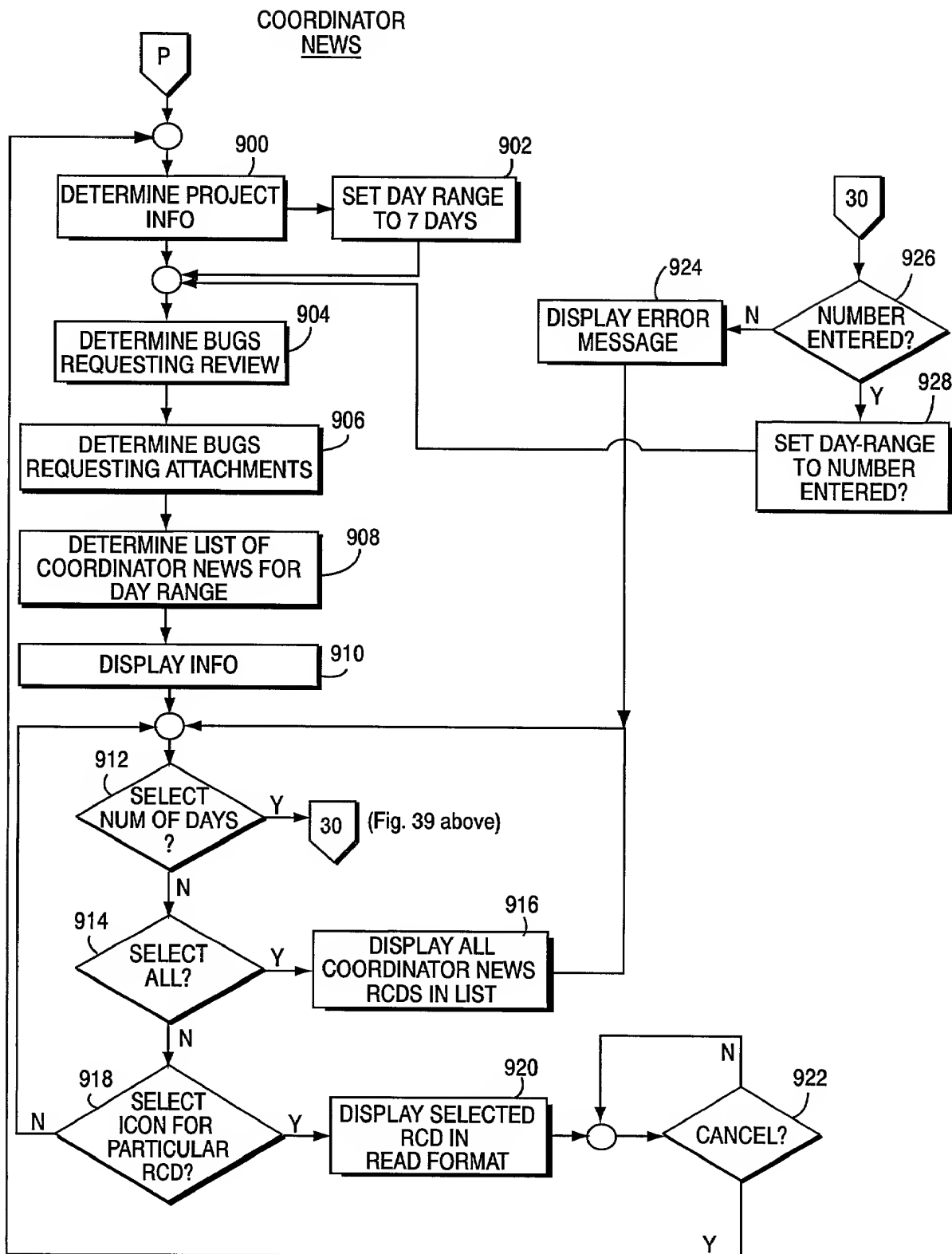
**Fig. 37**



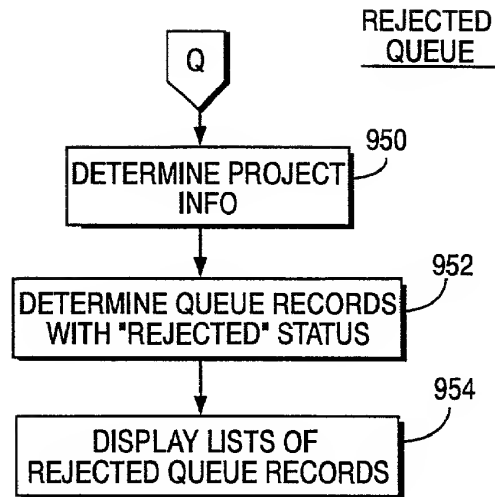
**Fig. 38**



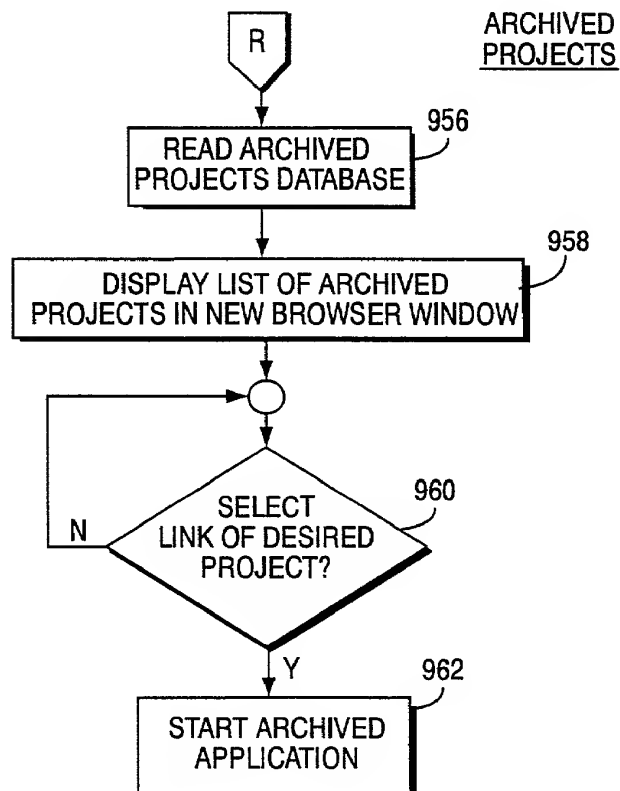
**Fig. 39**



**Fig. 40**

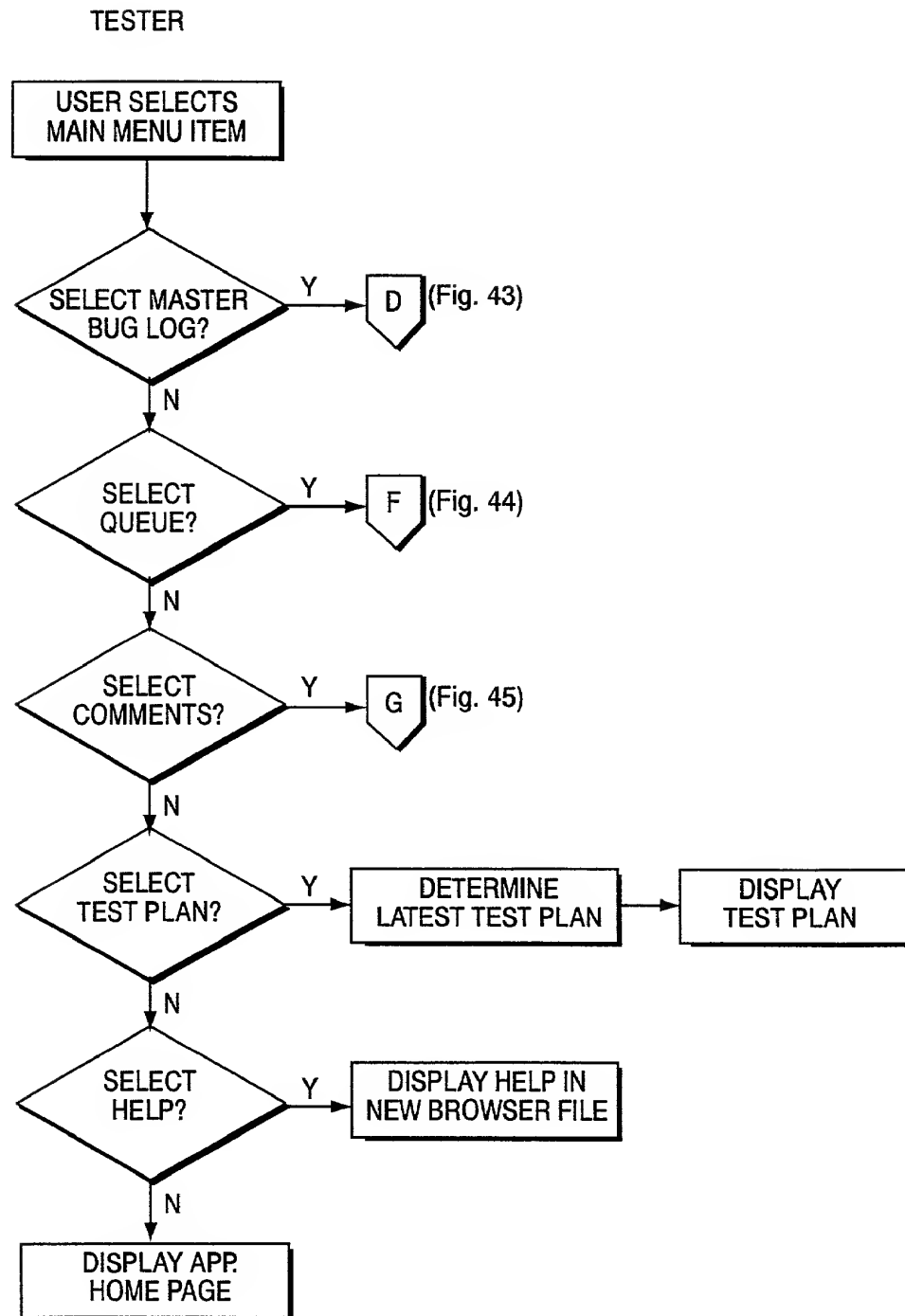


**Fig. 41**

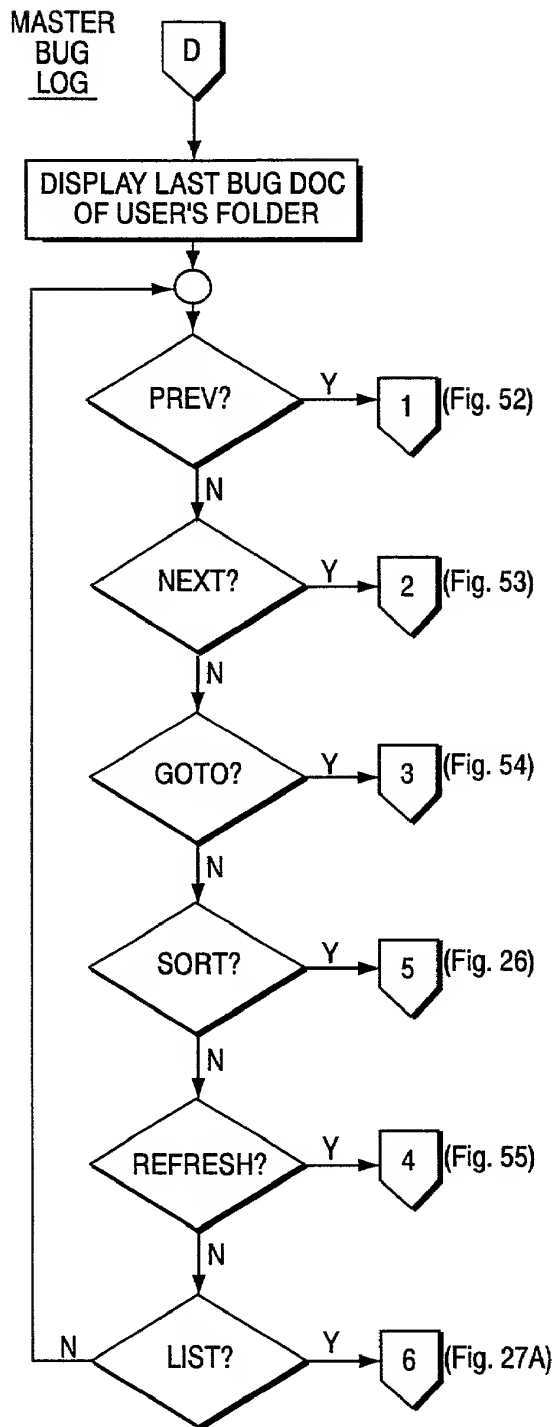




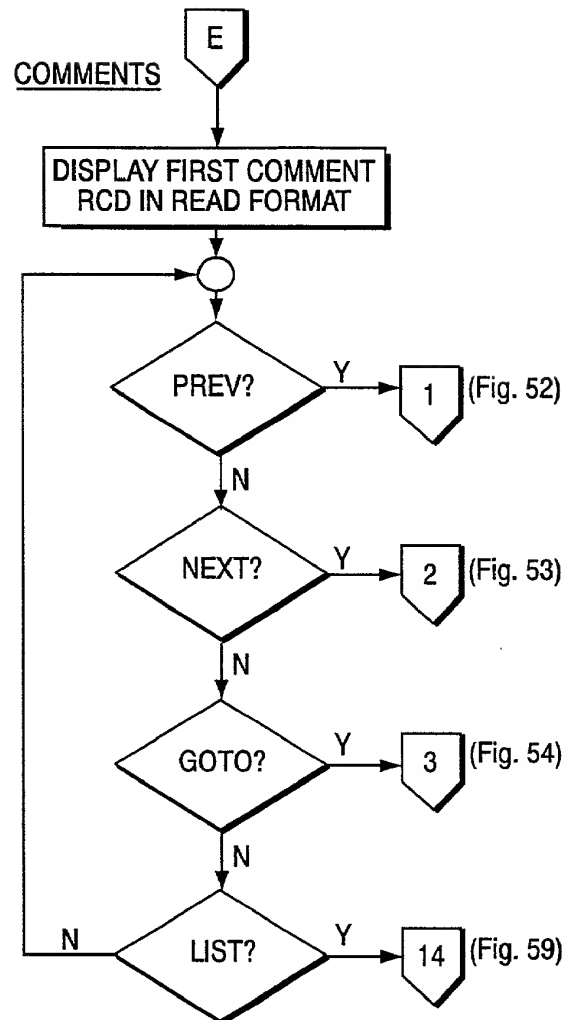
**Fig. 42**



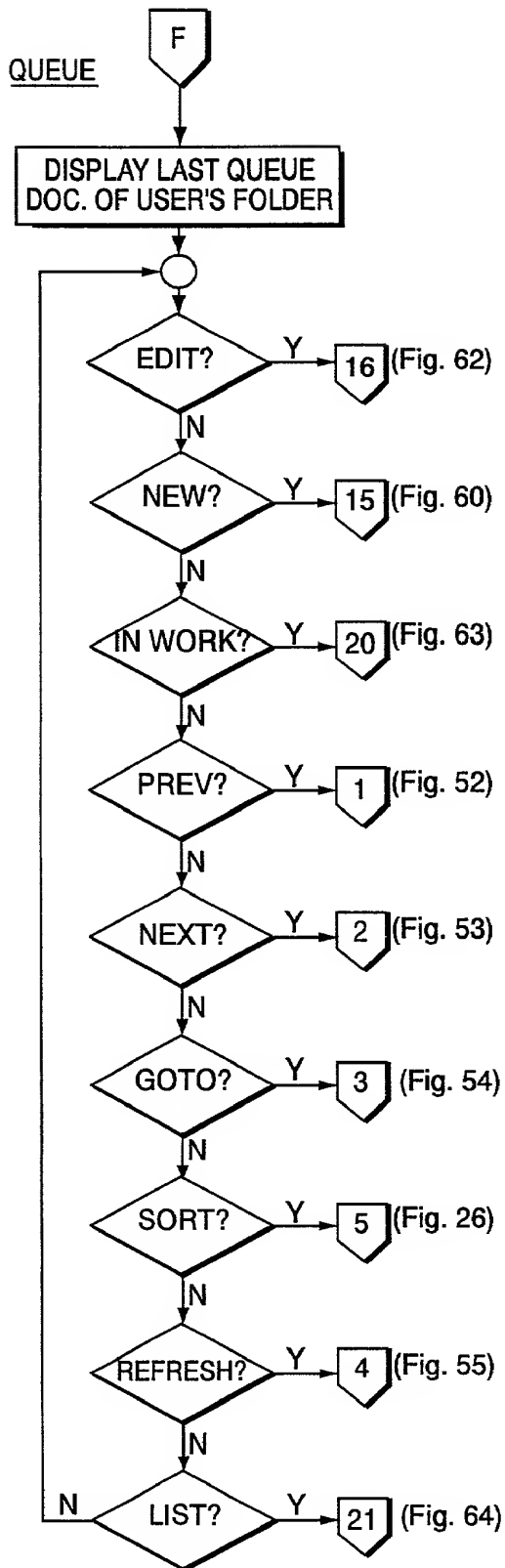
**Fig. 43**



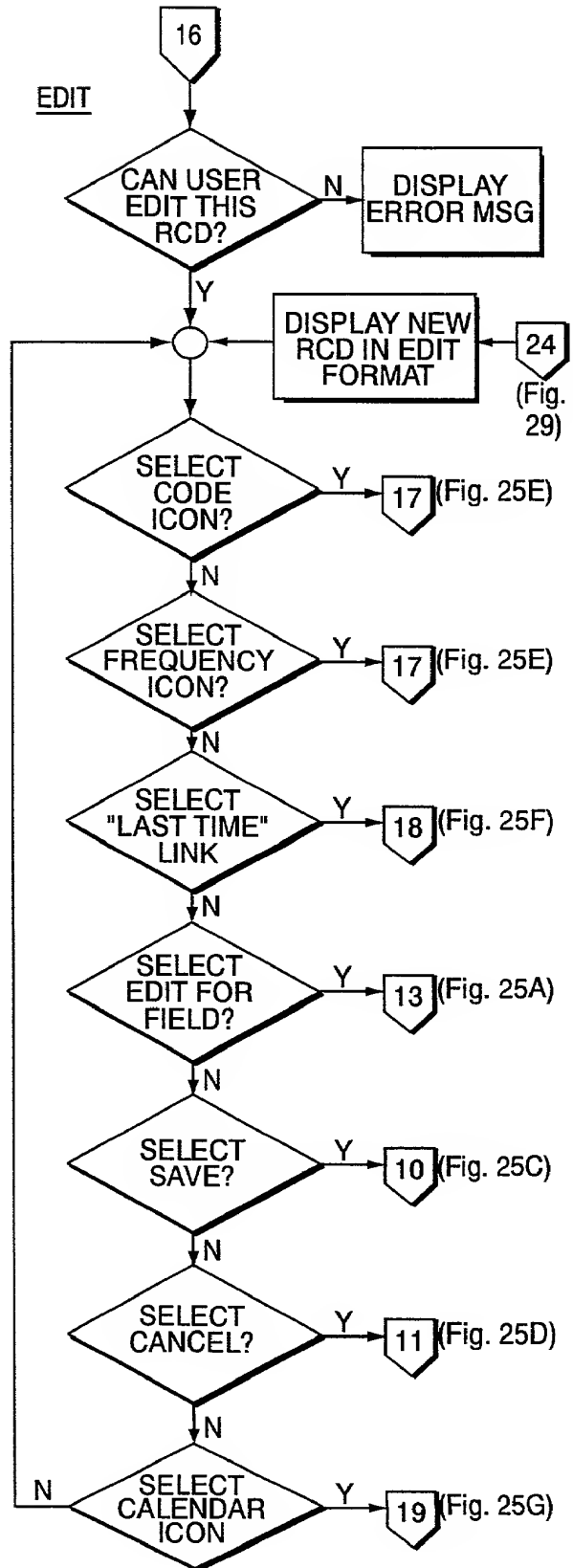
**Fig. 50**

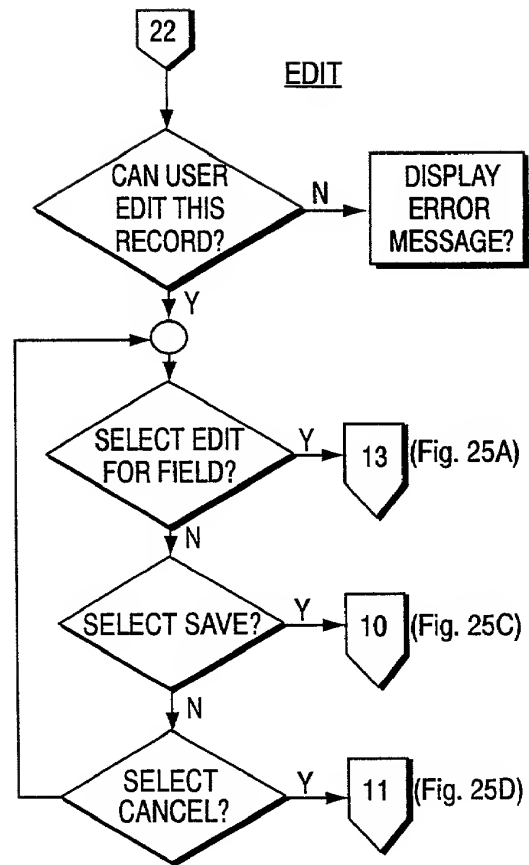
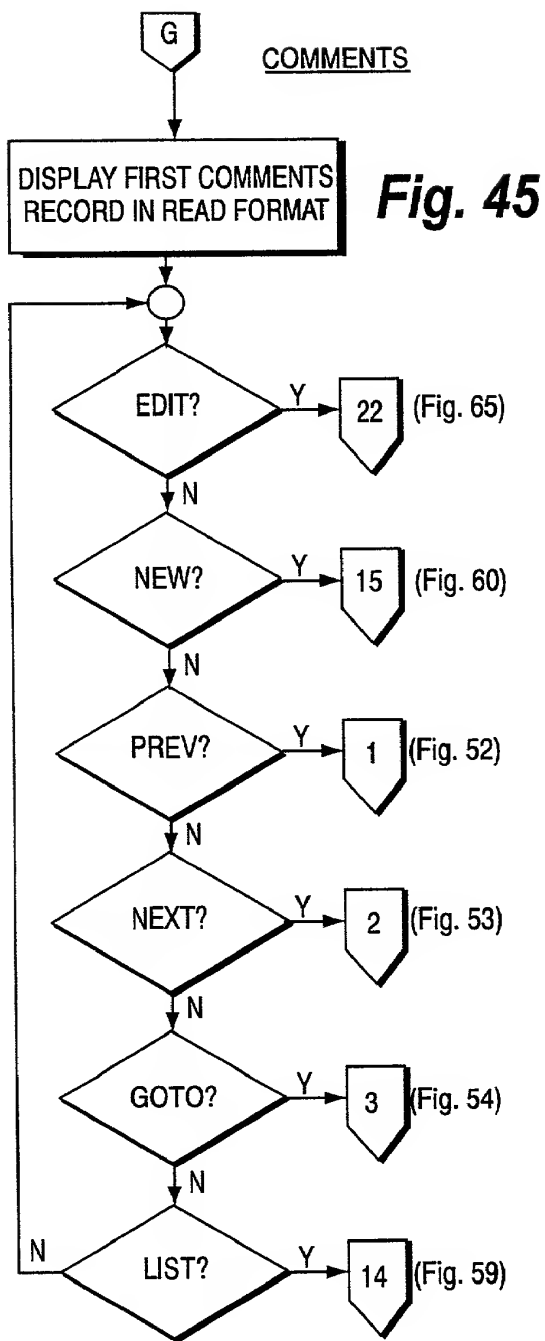


**Fig. 44**

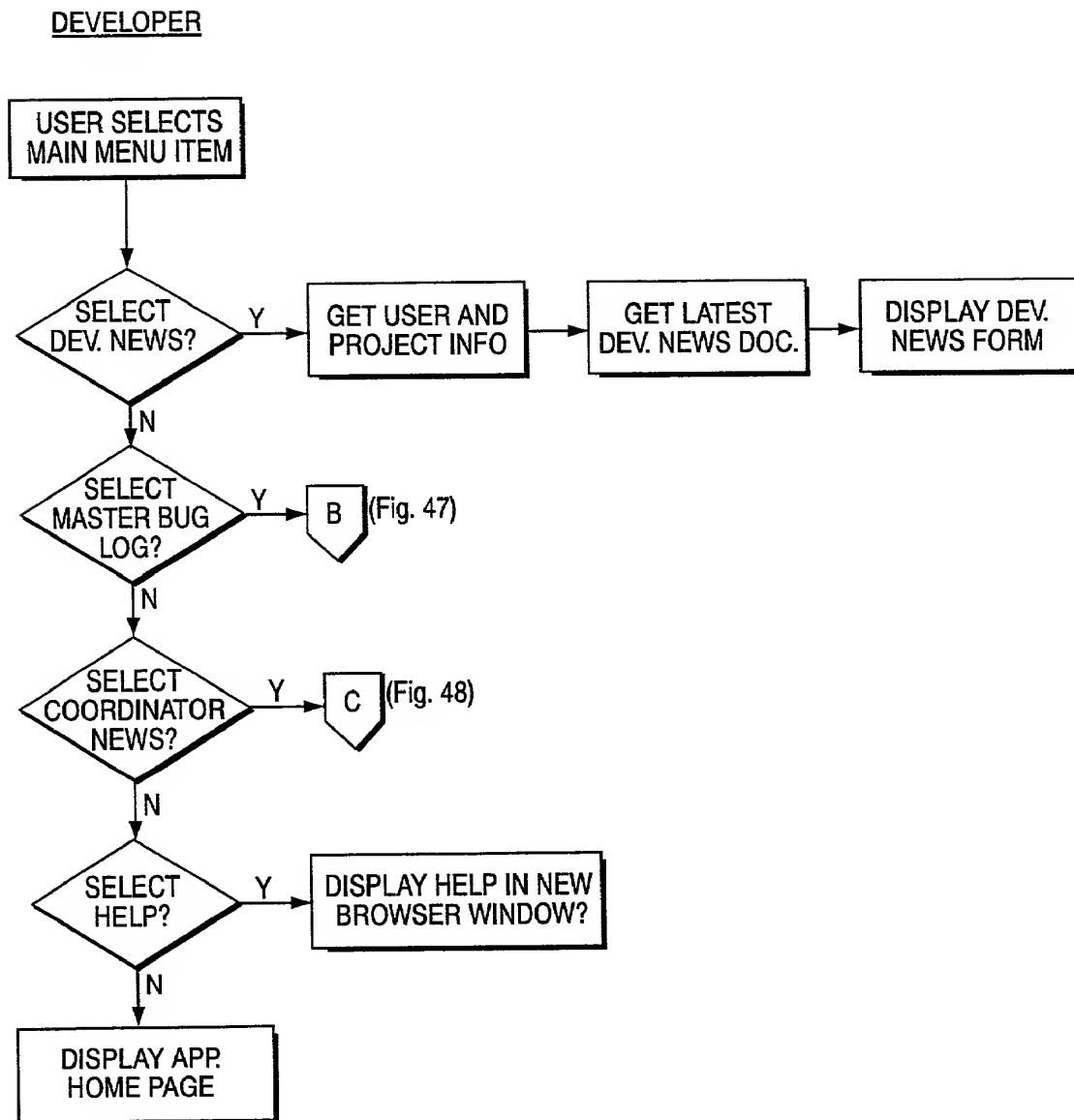


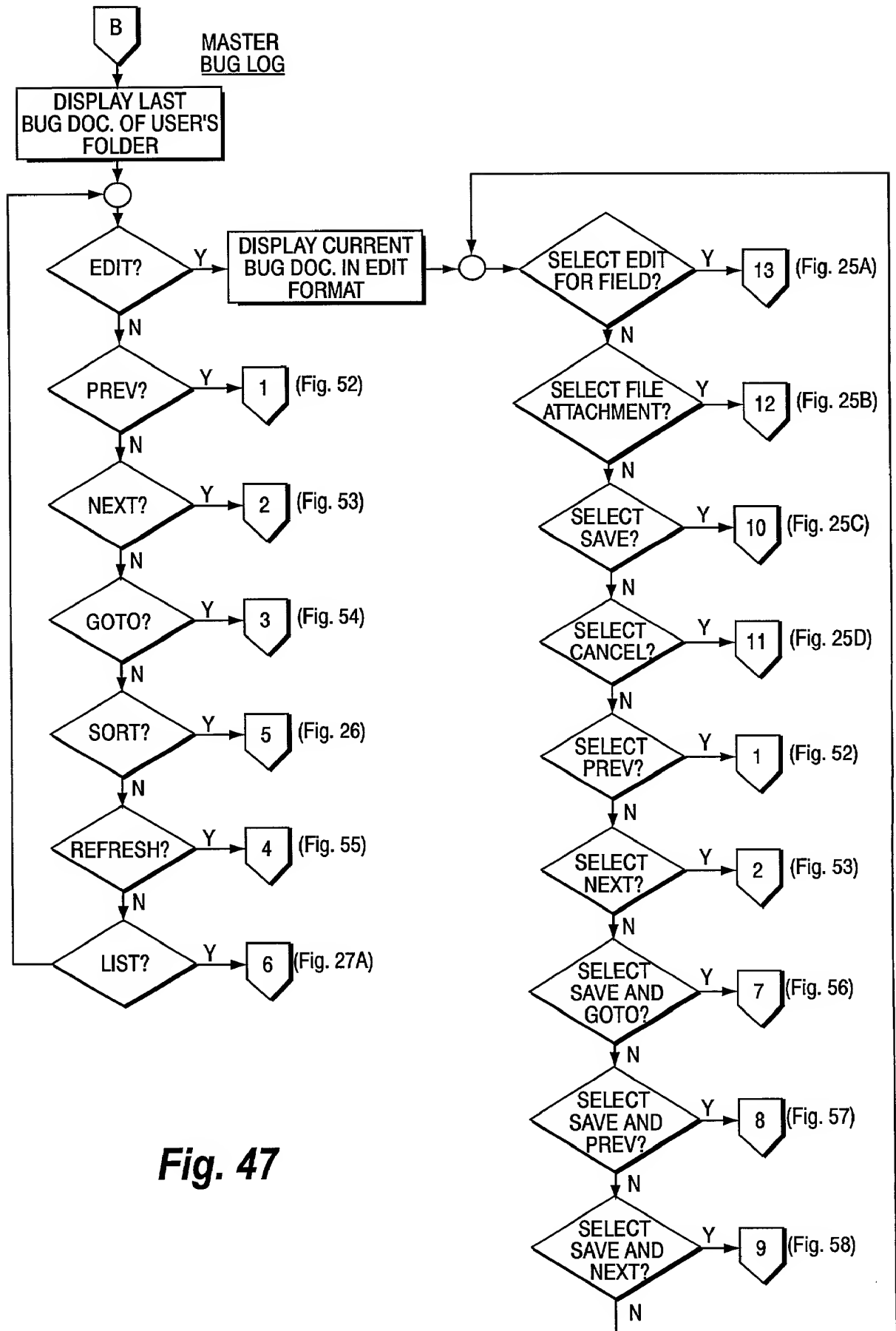
**Fig. 62**

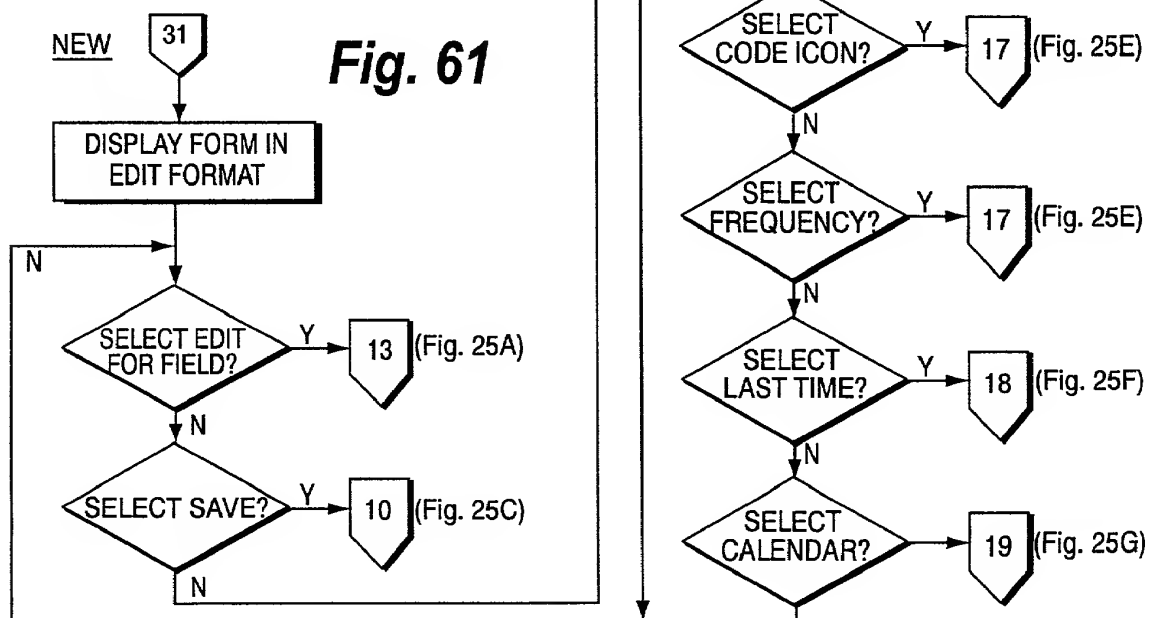
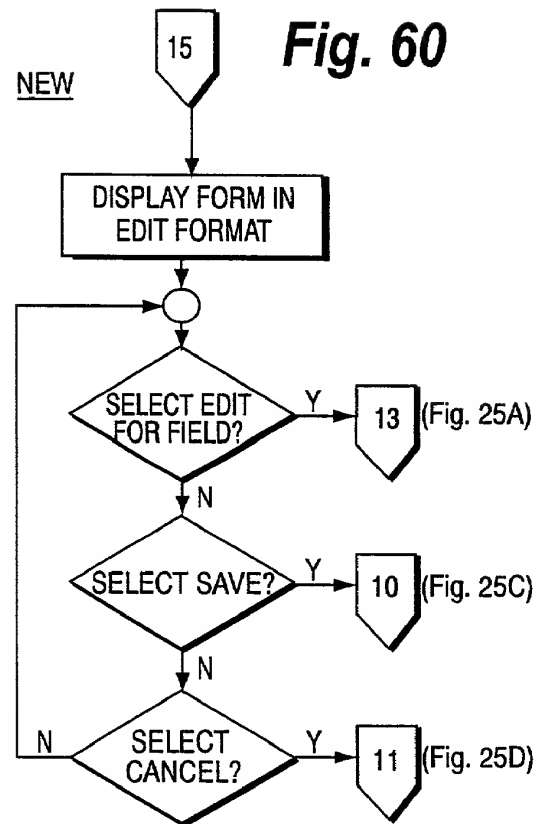
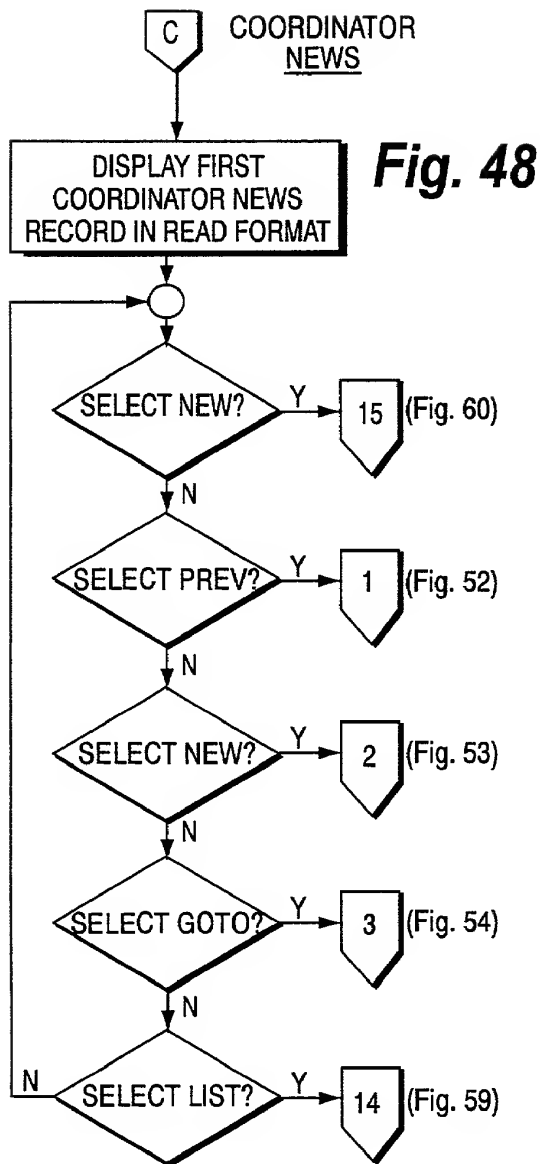




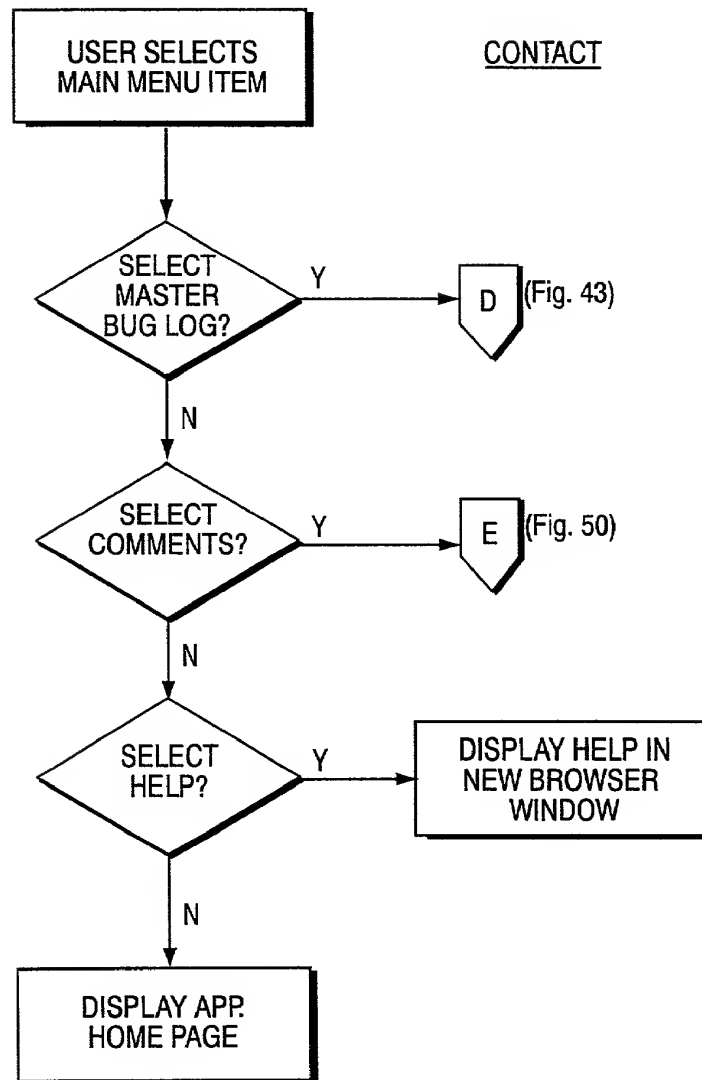
**Fig. 46**





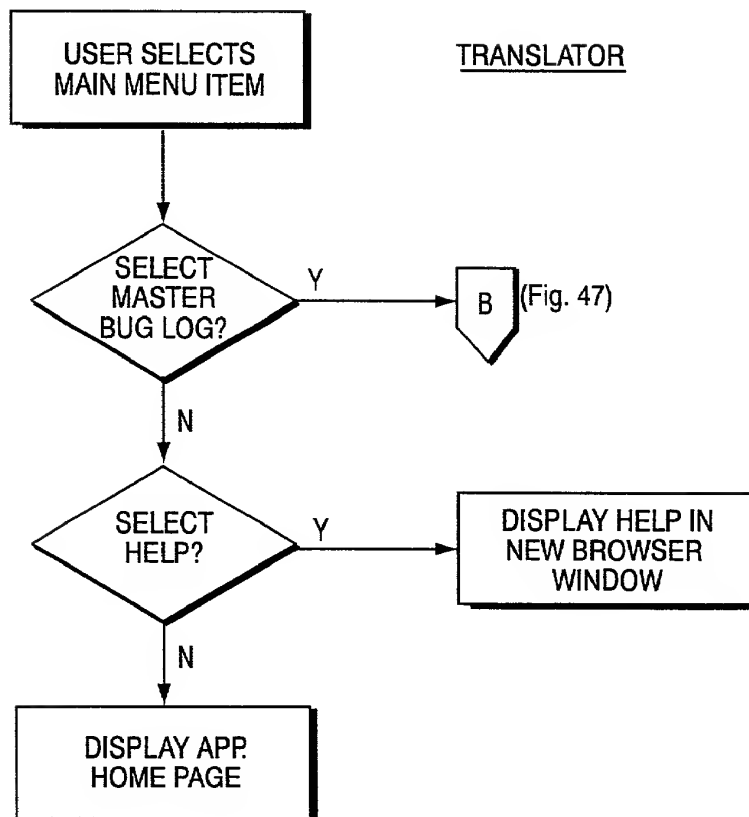


**Fig. 49**

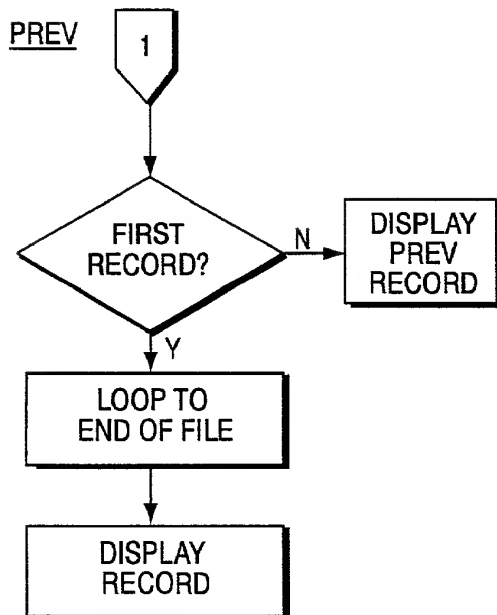




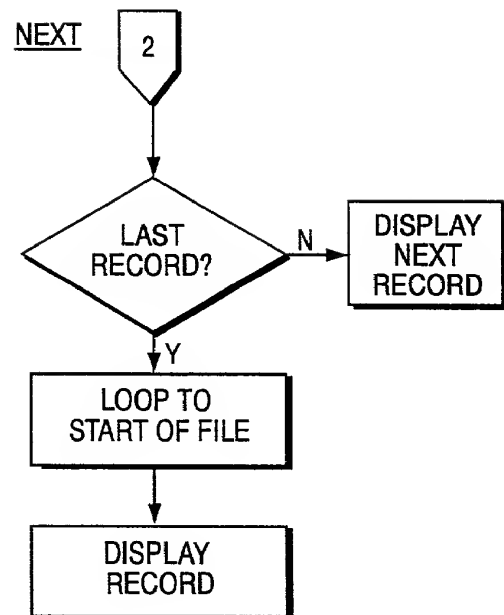
**Fig. 51**



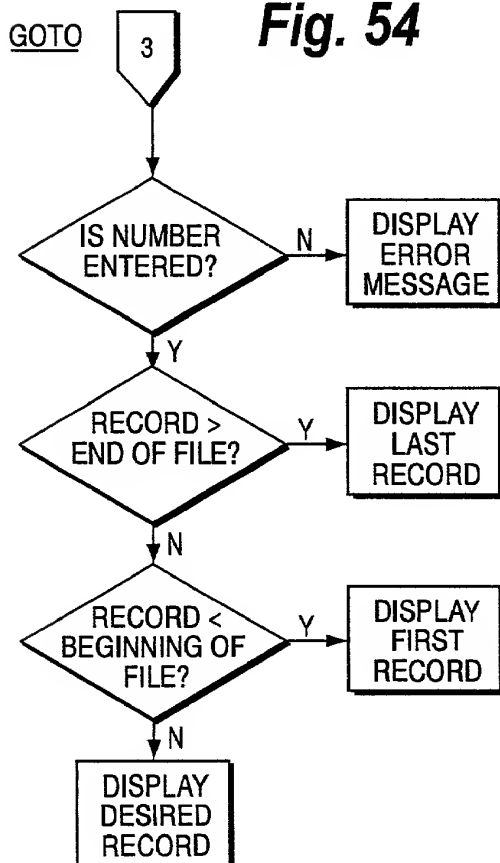
**Fig. 52**



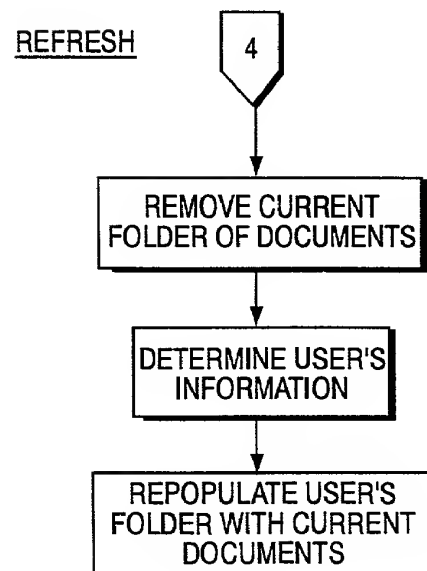
**Fig. 53**



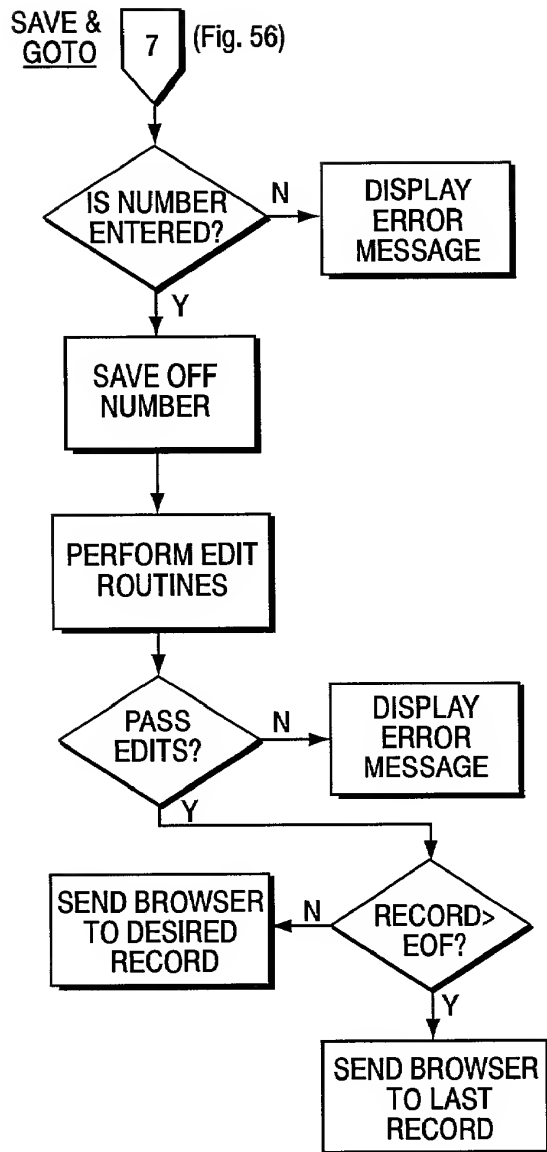
**Fig. 54**



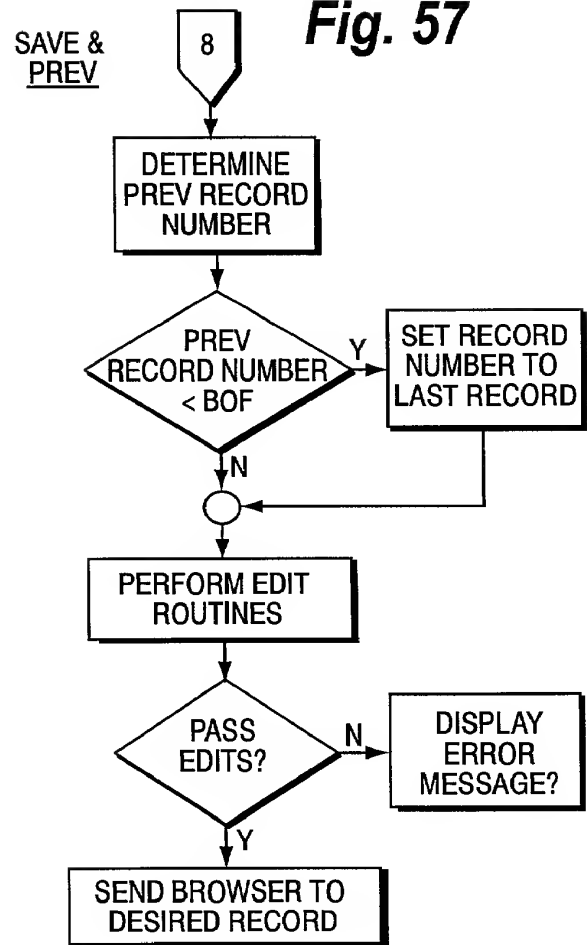
**Fig. 55**



**Fig. 56**



**Fig. 57**



**Fig. 58**

